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ABSTRACT

This booklet serves as an advisory reference to available software programs that address specific objectives for students in grades 1-8 in all three Basic Skills Assessment Program (BSAP) curriculum areas--language arts, mathematics, and science. A description of the basic skills objectives precedes each curriculum section. Information provided for each software package includes the title, Dewey Decimal classification, application and copyright, grade level, BSAP objective, computer assisted instruction mode, system requirements, producer/vendor and price. A separate section offers information, criteria, and forms for computer software evaluation developed by Project SEED (Software Evaluation Exchange Dissemination). A list of the names and addresses of software vendors/producers is provided, and a form for evaluating the booklet is included. (DB)

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GRADES 1-8 MICROCOMPUTER SOFTWARE LISTINGS

LANGUAGE ARTS, MATHEMATICS, SCIENCE
CORRELATED TO BASIC SKILLS ASSESSMENT PROGRAM OBJECTIVES
SOUTH CAROLINA DEPARTMENT OF EDUCATION

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May 1990

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INTRODUCTION

This publication serves as an advisory reference to available software programs that address specific objectives for students in grades 1-8 in all three Basic Skills Assessment Program (BSAP) curriculum areas - language arts, mathematics, and science. School personnel should use it when they select software programs they will preview in their search for high quality materials to meet teachers' and students' curricular needs.

The three microcomputer software curriculum committees selected the software listed for their respective areas of language arts, mathematics, and science. Each committee reviewed the listings in the May 1989 BSAP Correlation book for its subject area and examined the latest software reviews published by creditable review services in the United States. Favorably reviewed software that correlates to one or more BSAP objective has been included in this publication. Committee members also used their first-hand knowledge of software programs to make decisions on retaining and adding titles.

HOW TO USE THIS BOOK

A description of the basic skills objectives precede each curriculum section. The objectives are referenced to TEACHING AND TESTING OUR BASIC SKILLS (T & T). The same abbreviations of the objectives used in the T & T apply to the BSAP objectives column in the software correlation charts.

In order to give the user a quick and convenient reference, the software program titles, the Dewey Decimal classifications, and the copyright dates when available, are organized into alphabetized listings by curriculum areas. Appropriate grade levels are designated, and the objective(s) are correlated in concise, abbreviated terms. An asterisk indicates new or updated software.

The following symbols indicate the type or mode of computer-assisted instruction of each software program:

CMI - classroom managed instruction
SIM - simulation
LT - lab tool
PS - problem solving
GA - educational game
WP - wordprocessing
D/P - drill and practice
TU - tutorial/teacher utility

Brands and models of computers and specific peripherals needed to use the software are easlily found in the "System Requirements" column. To complete the reference chart, the last two columns give the vendor's/producer's name and the cost of the software at the time of printing. An alphabetized list of the vendors/producers and their addresses and telephone numbers is included on pages 50-53. (Prices of software represent per title, per volume, or per level.) Users should check current vendor catalogs for exact package content and any price changes.

The language arts section, divided into three parts - reading, writing, and Cognitive Skills Assessment Battery (CSAB) - is the largest. Because several software programs under each heading may be applied to other instructional uses, the user will find this application noted. For example, the "Bank Street Story Book" is listed under reading, but, because it may also be used in teaching writing, it is noted in the first column. The same software title appears under writing with reading noted as an application.

The mathematics section has a short Teacher Utility part in addition to the basic mathematics instructional software listing, but there is no separate Teacher Utilities part in the science section. Neither the mathematics nor the science sections include CSAB. Database curriculum systems listings are found on page 41.

Before buying any software, the program should be reviewed by local school personnel who are responsible for ensuring that the material meets the instructional objectives and quality standards of the school district and/or school. Two evaluation instruments are included in this book to assist educators in their local software evaluation process. The Software Evaluation Checklist and its accompanying explanation are useful in guiding local evaluators' assessments and purchase recommendations. The instruments may be modified or adapted to serve school needs.

The Project SEED Evaluation Instrument and explanation sheet have been developed by a consortium of seven state departments of education: Alabama, Florida, Georgia, Mississippi, New Jersey, North Carolina, and South Carolina. SEED is the acronym for Software Evaluation Exchange Dissemination. South Carolina now has 116 trained SEED evaluators, who contribute their evaluations to the SEED Project. Each software program is evaluated by three evaluators. Their individual evaluations are compiled and synthesized into one SEED evaluation, which is published in the A GUIDE TO EVALUATED EDUCATION SOFTWARE each year. SEED evaluations have been included in the review process for this publication. The software titles that have been reviewed by SEED are indicated by the symbol ¶ following the title.

To provide further assistance in reviewing software, a microcomputer lab containing various brands of hardware and much of the software included in this publication are located in the South Carolina ETV Center, 2712 Millwood Avenue, Columbia, SC 29205. Appointments to visit the lab may be made by calling the Office of Instructional Technology, 803/737-3350. Regional labs are maintained in the Office of Instructional Technology's five field offices. The locations and the consultants' names, addresses, and telephone numbers are provided on page 54.

The software in the labs has been provided free of charge by the vendors for preview only. It cannot be copied nor removed from the lab to which it is assigned. This is the condition upon which the vendors have loaned these materials to the Office of Instructional Technology for the labs.

The last page of this publication is a feedback sheet for users to evaluate the content and format. Your input will be considered for future publications and services. If you have questions concerning the software listing in this publication, contact the Office of Instructional Technology, Room 205, Rutledge Building, Columbia, SC 29201. The telephone number is 803/734-8090.

Appreciation is expressed to all people who help to develop this publication.

Clyde H. Green, Director
Office of Instructional Technology

May 1990

READING OBJECTIVES AND SUBSKILLS

DW: Decoding and Word Meaning - The student can use word recognition skills and can determine the meanings of words.

DW1: Sight Recognition - The student should know the meaning of the word specified in the selection by sight.

DW2: Phonetic Decoding - The student should be able to find the correct spelling of the nonsense word pronounced by the teacher.

DW3: Contextual Word Meaning - The student should be able to use the context of the selection to determine the meaning of a specific word.

DW4: Structural Word Meaning - The student should be able to use structural word analysis to determine the meaning of a specific word.

DE: Details - The student can accurately comprehend the details in a reading selection.

MI: Main Idea - The student can determine the main idea of a reading selection. The three types of main ideas are: restated main idea, paraphrased main idea, and inferred main idea.

MI1: Restated Main Idea - The student can identify or generate a verbatim statement of the main idea which is explicitly stated in a reading selection.

MI2: Paraphrased Main Idea - The student can identify or generate a paraphrased statement of the main idea which is explicitly stated in a reading selection.

MI3: Inferred Main Idea - The student can identify or generate an inferred statement of the main idea when the main idea is not explicitly stated in a reading selection.

RE: Reference - The student can select and use desired information in reference sources.

RE1: Selecting a Reference Source - The student can select the appropriate reference source for requested information.

RE2: Using a Reference Source - The student can use a reference source to find requested information.

IN: Inference - The student can make valid inferences about a reading selection.

IN1: Making Comparisons - The student can make comparisons based on a reading seelction.

IN2: Determining Cause and Effect - The student can determine the most reasonable cause for an effect or situation given in a reading selection.

IN3: Drawing Conclusions - The student can draw conclusions based on a reading selection.

IN4: Predicting Outcomes - The student can predict outcomes based on a reading selection.

AL: Analysis - The student can critically analyze a reading selection.

AL1: Nature of Information - The student can determine the nature of the information presented in a reading selection.

AL2: Structural Elements - The student can determine the structural elements used in a reading selection.

AL3: Rhetorical Devices - The student can determine the rhetorical devices used in a reading selection.

AL4: Critical Analysis - The student can determine relationships between structural elements in a reading selection and can analyze a selection to make interpretations about the author's theme or purpose.

WRITING OBJECTIVES

HN: Handwriting - The student can write legibly.

MC: Mechanics - The student can spell, capitalize, and punctuate correctly.

WU: Word Usage - The student can use words appropriately.

SF: Sentence Formation - The student can compose sentences.

CP: Composition - The student can communicate ideas in writing.

TEACHING AND TESTING OUR BASIC SKILLS, Reading and Writing
Educational Assessment Section, Office of Research, South Carolina Department of Education, September 1981; January 1983.

GRADES 1-8 LANGUAGE ARTS SOFTWARE BSAP CORRELATION -- READING

Title of Software, Dewey Decimal Classification, Application, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Ace Detective (153.4) Writing ¶	4-8	IN	PS	Apple Family	Mindplay	49.00
Ace Explorer (372) Writing	3-8	DE	GA	Apple Family,IBM PC/PCjr	Mindplay	49.99
Alice in Wonderland (398) 1985	3-8	DW, DE, IN	PS	Apple Family	HRM Software, Div. Of Queue	49.00
Alphabet Express (411) CSAB	K-3	DW2	D/P	Apple Family,Commodore 64/128, TRS-80 III	Gamco	44.95
Alphabetical Order (411)	1-4	RE	D/P	Apple Family	Head Start Software	24.95
Alphabetization Sequences (411) 1980	1-8	RE	D/P, CMI	Apple Family	Milliken Publishing	75.00
Author! Author! (808) Writing 1987 ¶	4-8	MI, IN	D/P	Apple Family	Mindplay	59.99
Build A Book About You (372.4) CSAB 1984 ¶	1-3	DW3, DE	GA	Apple Family, Commodore 64/128, IBM PC/PCjr, Tandy 1000	Scarborough Systems	39.95
Clue In On Phonics (372.4)	1-4	DW2	D/P, GA	Apple Family, Commodore 64/128, TRS-80 II	Gamco	44.95
Comprehension Connection,Level D, E, F (372.4) 1987 ¶	4-8	DW3, MI	D/P, CMI	Apple Family	Milliken Publishing	425.00
Computer Crossroads (372.4)	2-5	DE, MI, IN	GA	Apple Family	Educational Activities	99.95
Create With Garfield (741.5) Writing 1986 ¶	2-6	DE, IN, MI	GA, SIM	Apple Family, Commodore 64/128, color monitor	DLM Teaching Resources	29.95
English-Picture Reading and Word Recognition (372.6) Writing	2-5	DW1	TU	Apple Family, IBM PC, color graphics adapter	Decision Development	49.95
Fay's Word Rally (372.4) 1985	1-3	DW1, DW3	D/P, GA	Apple Family, Commodore 64/128	Didatech Software	49.95
Figurative Language (372.6) 1984	6-8	AL	DP	Apple Family, IBM PC, Tandy 1000	Hartley Courseware	39.95
The First "R" (372.4) 1988 ¶	K-3	DW1, 2, 3; MI, IN, DE	CMI	Apple Family	Milliken Publishing	various
Freddy's Puzzling Adventures (372.6) Writing	1-5	DE, MC	PS	Apple Family	DLM Teaching Resources	32.95
From ABC to XYZ (411) 1987 ¶	1-6	RE	D/P, GA, CMI	Apple Family	Hartley Courseware	39.95
* *Fundamentals of Reading* (372.41) 1988 ¶	4-8	DE, MI, IN, AL1	D/P	Apple Family	Educational Activities	144.00
Gertrude's Puzzles (793.7) 1982 ¶	1-4	AL	D/P, GA	Apple Family, IBM PC/PCjr, Tandy 1000	The Learning Company	59.95
Gertrude's Secrets (793.7) 1983	1-3	AL	GA	Apple Family, IBM PC/PCjr Tandy 1000	The Learning Company	59.95

KEY: * New/Updated
¶ SEED Project Reviews

Title of Software, Dewey Decimal Classification, Application, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Hide N' Sequence (808) Writing 1985 ¶	4-8	DE	TU, GA	Apple Family, Commodore 64	Sunburst	59.00
Hinky Pinky (793.7) 1983 ¶	4-8	DW3, DW4, IN, AL	GA	Apple Family	Mindscape	49.95
Homonyms (424) Writing 1982	3-8	DW3	D/P, TU	Apple Family, IBM PC/PCjr	Hartley Courseware	39.95 AP 49.95 IBM
Homonyms in Context (423) 1981	4-6	DW3	D/P	Apple Family, TRS-80 Models, color monitor	Random House	59.95
Jack and the Beanstalk (398)	4-6	DW1, IN	GA	Apple Family, color monitor	HRM Software, Div. Of Queue	49.00
Kermit's Electronic Storymaker (472.4) Writing CSAB 1985 ¶	1-2	DW1, DE	GA	Apple Family, Commodore 64/128, color monitor, joystick	Simon & Schuster	34.95 AP 29.95 CO
Kittens, Kids & Frogs (372.6) 1985 ¶	1-3	DW, DE, MI, IN	D/P, CMI	Apple Family	Hartley Courseware	39.95
Knowledge Explorer Series (028.5) 1984	5-8	DE, MI, RE, IN	TU, D/P, PS	Apple Family	Grolier Electronic	49.95
Language for Daily Use (372.6)	3-6	DW3, IN, WU	D/P	Apple Family	Harcourt Brace Jovanovich	120.00
Little Riddles (372.4)	1-2	IN, AL	D/P	Apple Family	Hartley Courseware	39.95
* *MECC Reading Collection* (372.4) 1987 ¶ 1. Blends and Digraphs (grades 1-3) 2. Final Consonants (grades 1-2) 3. Initial Consonants (grade 1) 4. Vowels I (grades 1-2) 5. Vowels II (grades 1-3) 6. Those Amazing Reading Machines (grades 3-6)		DW2	D/P	Apple Family	MECC	55.00
* *Mickey's Magic Reader* (372.41) 1988	K-2	IN2, 4	GA	Apple Family	Sunburst	65.00
Missing Links: Young People's Literature (793.7) Writing 1983	4-8	DW2, DW3, DW4, IN	PS	Apple Family, Atari, IBM PC/PCjr, Tandy 1000, TRS-80 Models	Sunburst	65.00
Mystery Mazes (793.7) ¶	5-8	IN, AL	GA	Apple Family	Educational Activities	49.95
New Kid on the Block (372.4)	5-7	MI, IN, AL	D/P, TU, CMI	Apple Family	Hartley Courseware	59.95
* *New Talking Stickybear Opposites* (418) 1989	K-1	DW1, 3	D/P	Apple IIGS	Optimum Resources, Inc.	49.95
Paint With Words (372.6) CSAB 1986	1-2	DW1	D/P	Apple Family, printer, color monitor	MECC	49.00
Pictures, Letters and Sounds (372.4) CSAB	K-1	DW2	D/P	Apple Family	Hartley Courseware	35.95

KEY: * New/Updated
¶ SEED Project Reviews

Title of Software, Dewey Decimal Classification, Application, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Picture Parade (372) CSAB	K-2	DE	D/P	Apple Family	Hartley Courseware	39.95
Pik-Pek-Put (428) Writing 1981	5-8	DW4	D/P, TU, GA	Apple Family, TRS-80 III/4, color monitor	Data Command	29.95
Play With Language (428) 1983	1-2	DW1	D/P, GA	TRS-80 Models, color monitor, joystick	Radio Shack Education Division	99.00
**Please Help Me!*-Vocabulary* (372.6) Writing	3-8	DW3	D/P, CMI	Apple Family	Focus Media	69.00
Poet's Pen, The (808.1) Writing	2-7	AL	TU	Apple Family	Data Command	39.95
Puzzler, The (372.4) 1985 ¶	3-6	IN	PS	Apple Family, Commodore 64, IBM PC/PCjr, Tandy 1000, TRS-80 III/4 Color	Sunburst	65.00
Reader Rabbit (372.4) CSAB 1985	1-2	DW1	GA	Apple Family, Commodore 64/128, IBM PC/PCjr/PCXT, Tandy 1000, color graphic adapter	The Learning Company	79.95
Reader Rabbit and the Fabulous Word Factory (372.6) 1984	1-2	DW1	DP, TU	Apple Family	The Learning Company	39.95
Reading Around Words (428) 1984	4-8	DW3	D/P, CMI	Apple Family	Instructional Communications	150.00
Reading Fun: Beginning Consonant Sounds (372.4)	1	DW2	D/P	Apple Family	Troll Associates	39.95
Reading for Meaning With Mother Goose 2 (372.4) 1985	1-3	DW, DE, MI, IN	D/P	Apple Family	Hartley Courseware	39.95
Reading Helpers (372.4) 1987	1-2	DW2, RE	D/P, GA	Apple Family	Houghton Mifflin	135.00
Reading Klooz (425) 1985	5-8	IN	PS, GA	Apple Family	Midwest Publications	39.95
Reading Starters (372.4) CSAB 1987	K-2	DW1, RE	DP	Apple Family	Houghton Mifflin	135.00
Read 'n' Roll (372.4)	3-6	DW3, DE, MI, IN	GA	Apple Family, 80 column card; IBM PC, color graphics adapter	Davidson & Associates	49.95
* *Rebus Writer* (418) Writing 1987 ¶	3-8	AL3, DW3	GA	Apple Family	Mindscape, Inc.	49.95
Reference Micro Myst. Textbook Skills (028.7)	4-6	RE, IN	GA	Apple Family	Focus Media	99.00
Rhyming to Read (372.4) 1985 1. Miss Mouse 2. Rhyme Land	1-4	DW, DW1, AL	TU, GA	Apple Family, Commodore 64	Grolier Electronic	189.00
Rhymes and Riddles (398) Writing 1983	1-4	AL	D/P, GA	Apple Family, Atari Computers, IBM PC/PCjr, Tandy 1000	Spinnaker Software	24.95
Riddle Me This (372.6) 1983	4-7	DW3	D/P, TU, GA	Apple Family, TRS-80 Models	Data Command	85.25

KEY: * New/Updated
¶ SEED Project Reviews

Title of Software, Dewey Decimal Classification, Application, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
* *Scoop Mahoney-Investigative Reader* (372.41) 1988	4-8	DE, MI, DW3, IN2, 3, AL1	SIM, PS	Apple Family	DLM Teaching Resources	46.00
Snooper Troops (793.7) 1982	5-8	IN	D/P	Apple Family, Atari Computers, IBM PC/PCjr, Tandy 1000, Commodore 64/128	Spinnaker Software	44.95
Snoopy's Reading Machine (372.4) 1985	1-3	DW4	D/P	Apple Family, Commodore 64/128	Random House	39.95 AP 29.95 CO
Stickybear Reading (372.4) Writing ¶	1-3	DW3	D/P	Apple Family, Commodore 64/128, IBM PC/PC XT/AT, color graphics adapter	Weekly Reader Software	39.95 AP,IBM 29.95 CO
Success With Reading (372.4) Writing 1985 ¶	3-6	DW, DE, IN, MI, RE, AL	D/P	Apple Family, Commodore 64	Scholastic	59.95
Tales of Adventure; Tales of Discovery; Tales of Mystery (813.5) 1984	4-8	DE, MI	D/P	Apple Family, IBM PC/PCjr, Tandy 1000, Commodore 64/128	Scholastic	29.95
Tank Tactics (372.4) 1981	3-8	DW4	D/P, TU, GA	Apple Family, TRS-80 III/4, color monitor	Data Command	29.95
Tutorial Comprehension (372.4) 1983	2-6	DE, MI, IN, AL	TU	Apple Family, TRS-80 Models	Random House	79.95
Vocabulary Series (413) 1985 Level II Level III Level IV	 3-4 5-6 7-8	DW4	D/P	IBM PC/PCjr, color monitor	IBM Direct	88.00
Vocabulary Skills: Context Clues (372.6) 1983	6-8	DW3	D/P, TU, GA	Apple Family	Media Materials	44.95
Where in the USA Is Carman Sandiago? (910) 1986 ¶	5-8	RE	GA, PS	Apple Family, Commodore 64, IBM PC, Tandy 1000	Broderbund	39.95 AP, IBM 34.95 CO
Where in the World Is Carman Sandiago? (917.3) 1986	5-8	RE	GA	Apple Family, Commodore 64/128, IBM PC, Tandy 1000	Broderbund	39.95 AP, IBM 34.95 CO
Who, What, Where, When, Why (372.6) 1983 ¶	1-6	DE	D/P, TU	Apple Family, IBM PC/PCjr, Tandy 1000	Hartley Courseware	35.95 AP 49.95 IBM
Word Benders - Phases, A-1 (372.6) Writing 1985	5-8	DW4, RE	D/P, TU	Apple Family, TRS-80 III/4	Midwest Publications	39.95
Word Benders - Similarities, C-1 (372.6) Writing 1985	5-8	DW4, RE	D/P, PS	Apple Family, TRS-80 III/4	Midwest Publications	39.95
Word Blaster (421) Writing 1982	3-6	DW3	D/P, GA	Apple Family, TRS-80 Models, IBM PC/PCjr, Tandy 1000	Random House	150.00
Word Herd-Look Alike (428.3) 1983	6-8	DW3, DW4	TU	Apple Family	MECC	45.00

KEY: * New/Updated
¶ SEED Project Reviews

Title of Software, Dewey Decimal Classification, Application, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Word Herd-Sound Alike (428.3) 1983	6-8	DW3, DW4	TU	Apple Family	MECC	45.00
Word Memory Program (428.3) 1983	1	DW1	D/P	Apple Family	Instructional Communications	65.00
Word Munchers (372.6) 1985 ¶	1-3	DW1, DW2	D/P	Apple Family	MECC	49.00
Word Quest (372.6) 1985 ¶	3-8	DW1, RE	GA	Apple Family	Sunburst	59.00
Words at Work: Compound It! (372.6) 1986 ¶	3-6	DW4	GA	Apple Family	MECC	55.00
Words at Work: Contraction Action (372.6)	2-4	DW4	GA	Apple Family	MECC	55.00
Words at Work: Prefix Power (372.6)	3-6	DW4	GA	Apple Family	MECC	55.00
Words at Work: Suffix Sense (372.6) ¶	3-5	DW4	GA	Apple Family	MECC	59.00
Word Structure (428) 1981 ¶	5-8	DW4	TU, CMI	Apple Family	Jostens Learning Corp.	160.00
Zap Zeus (292) 1984	7-8	DE, MI	D/P, TU, GA	Apple Family	McCarthy-McCormack, Inc.	39.95

KEY: * New/Updated
¶ SEED Project Reviews

GRADES 1-8 LANGUAGE ARTS SOFTWARE BSAP CORRELATION -- WRITING

Title of Software, Dewey Decimal Classification, Application, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Ace Detective (153.4) Reading ¶	4-8	MC, WU, SF, CP	PS	Apple Family	Mindplay	49.00
Ace Explorer (372) Reading	3-8	MC, WU, SF, CP	GA	Apple Family, IBM PC, PCjr	Mindplay	49.99
Author! Author! (808) Reading 1987	4-8	MC, WU, SF, CP	D/P	Apple Family	Mindplay	59.99
Bank Street Writer (651.7) 1986	2-8	MC, WU, SF, CP	TU, D/P	Apple Family, IBM 128K, Tandy 1000, Commodore 64/128, Atari	Scholastic	69.95 AP 79.95 IBM 49.95 CO, AT
Bank Street Writer III (651.7) 1986	2-8	MC, WU, SF, CP	TU, D/P	Apple Family, IBM 128K, Tandy 1000, Commodore 64/128, Atari	Scholastic	69.95 AP 79.95 IBM 49.95 CO, AT
Bank Street Writer Plus (651.7)	2-8	MC, WU, SF, CP	TU, D/P	Apple Family, IBM PC, Tandy 1000	Broderbund	79.95 AP 99.95 IBM
Be a Writer (400) 1986	3	MC, WU, SF, CP	TU, D/P	Apple Family	Sunburst	40.00
Building Better Sentences: Combining Sentence Parts (400)	6-8	SF	D/P	Apple Family	Media Materials	49.95
Building Better Sentences: Creating Compound and Complex Sentences (400)	6-8	SF	D/P	Apple Family	Media Materials	49.95
Capitalization (421) 1982	3-8	MC	D/P, TU	Apple Family, IBM PC/PCjr, Tandy 1000	Hartley Courseware	49.95
Capitalization Machine, The (372.6)	2-8	MC	TU	Apple Family	SouthWest EdPsych Services	49.95
Capitalization Plus (425) 1983 ¶	5-8	MC	D/P, TU	Apple Family	Mindscape	44.95
* *Children's Writing and Publishing Center* (652.5) 1988	2-8	MC, WU, SF, CP	WP	Apple Family, mouse, color monitor	Learning Company	79.95
Commas (372.6)	4-8	MC	GA	Apple Family	Gamco	33.95
Create With Garfield (741.5) Reading 1986 ¶	2-6	WU, CP	GA, SIM	Apple Family, Commodore 64/128, color monitor	DLM Teaching Resources	29.95
Crossword Magic (793.7) 1982, 1989 ¶	1-8	MC	D/P	Apple Family, Atari Computers, IBM PC/PCjr, Tandy 1000, MacIntosh, Commodore 64	Mindscape	59.95
Developing Basic Writing Skills, Level I (808) ¶	3-4	MC, WU, SF, CP	TU, D/P	Apple Family	Educational Activities	79.00

Title of Software, Dewey Decimal Classification, Application, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Developing Basic Writing Skills, Level II (808)	5-6	MC, WU, SF, CP	TU, D/P	Apple Family	Educational Activities	79.00
Developing Writing Skills (372.6)	7-8	MC, WU, SF, CP	CMI	Apple Family, IBM PC, Apple Macintosh	Intellectual Software	115.00 AP 135.00 IBM, MAC
Dragon Games (425) 1982	3-6	WU	D/P, GA	Apple Family, Atari Computers, TRS-80 Models, PET, IBM PC/PCjr, Tandy 1000	Educational Activities	59.95
English-Picture Reading & Word Recognition (372.6) Reading	2-5	MC, SF	TU	Apple Family, IBM PC, graphics adapter	Decision Development	49.95
Explore-A-Story Series (372.4) 1987 1. Rosie, the Counting Rabbit 2. Just Around the Block 3. A Brand New View 4. The Bald-Headed Chicken 5. The Sleepy Brown Cow 6. The Lima Bean Dream 7. What Makes a Dinosaur Sore 8. Quasar Kids	K-1	MC, WU, SF, CP	TU, SIM	Apple Family	D C Heath	67.00
First Draft (372.6)	6-8	MC, WU, SF, CP	TU	Apple Family, IBM PC/PCjr, PC XT/AT	Scholastic	69.95
Freddy's Puzzling Adventures (372.6) Reading	1-5	MC	PS	Apple Family	DLM Teaching Resources	32.95
Grammar and Writing: A Language Arts Exploration Series (372.6)	6-8	WU, SF, CP	TU	Apple Family	Scholastic	179.25
Grammar Gremlins (400) 1986 ¶	3-6	MC, WU, SF, CP	D/P, GA	Apple Family, IBM PC/PCjr, Tandy 1000	Davidson & Associates	49.95
Grammar Problems for Practice (372.6)	3-8	WU	D/P, CMI	Apple Family	Milliken Publishing	40.00
Grammaze: Grammar Quest (400) 1984	5-8	MC, WU, SF	D/P, GA	Apple Family	Scott, Foresman	39.95
Ground Grabber: Grammar Quest (400) 1984	5-8	MC, WU, SF	D/P, GA	Apple Family	Scott, Foresman	39.95
Hide N' Sequence (808) Reading 1985 ¶	4-8	MC, WU, SF, CP	TU, GA	Apple Family, Commodore 64	Sunburst	69.00
Homonyms (372.6) Reading 1982	3-8	WU	D/P, TU	Apple Family, IBM PC/PCjr	Hartley Courseware	39.95 AP 49.95 IBM
I Can Write (400) 1986	2	MC, WU, SF, CP	D/P	Apple Family	Sunburst	59.00
Just Imagine (808) CSAB 1985	1-3	WU, SF, CP	GA	Commodore 64/128	Commodore Educational Activities	34.95

KEY: * New/Updated
¶ SEED Project Reviews

Title of Software, Dewey Decimal Classification, Application, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Kermit's Electronic Storymaker (372.4) Reading CSAB 1985 ¶	1-2	MC, WU, SF	GA	Apple Family, Commodore 64/128, color monitor, joystick	Simon & Schuster	34.95 AP 29.95 CO
Kidwriter (372.6) 1984	2-4	WU, SF, CP	D/P	Apple Family, Atari Computers, IBM PC/PCjr, Tandy 1000, Commodore 64/128	Spinnaker Software	39.95
Language Arts: Capitalization/Punctuation (372.6) 1983	1-8	MC	TU	Apple Family, Commodore 64/128	Right On Programs	18.00
Language Arts & Fundamental Punctuation Practice (372.6) 1982	1-8	MC	D/P	Apple Family, IBM PC/PCjr, Tandy 1000, TRS-80 Models	Random House	135.00
Magic Spells (421)	2-6	MC	D/P, GA	Apple Family, Commodore 64/128, IBM PC, Tandy 1000	The Learning Company	49.95
Magic Slate (651.7) 1985 ¶	1-6	MC	D/P	Apple Family	Sunburst	99.95
Master Spell (372.4) 1984	1-8	MC	D/P	Apple Family	MECC	49.00
MECC Editor (808) 1985	7-8	CP	D/P	Apple Family, 80-column card, printer	MECC	49.00
Missing Links: Young People's Literature (793.7) Reading 1983	4-8	MC, SF, CP	PS	Apple Family, Atari Computers, IBM PC/PCjr, Tandy 1000, Commodore 64/128, TRS-80 Models	Sunburst	65.00
Mystery Sentences (372.6) 1983	4-8	SF	D/P	Apple Family	Scholastic	59.95
Nouns/Pronouns (372.6) 1982	3-8	SF	D/P, TU	Apple Family, IBM PC/PCjr, Tandy 1000	Hartley Courseware	39.95 AP 49.95 IBM
Pik-Pek-Put (428.3) Reading 1981	5-8	MC, WU	D/P, TU, GA	Apple Family, color monitor	Data Command	29.95
"Please Help Me!"-Spelling (372.6)	3-8	MC	D/P	Apple Family, IBM, Tandy 1000	Focus Media	69.00
"Please Help Me!"-Vocabulary (372.6) Reading	3-8	MC	D/P, CMI	Apple Family	Focus Media	69.00
Poet's Pen, The (808.1) Reading	2-7	MC, WU, SF, CP	TU	Apple Family	Data Command	39.95
Print Shop, The (741.6) 1984	1-8	MC, WU, SF, CP	D/P	Apple Family, Atari Computers, Commodore 64/128, IBM PC, Tandy 1000	Broderbund	49.95 AP 59.95 Mac, IBM 44.95 AT, CO
Race the Clock (372.6)	1-6	MC	D/P	Apple Family, IBM PC/PCjr, color graphics adapter, joystick or mouse	Mindplay	49.99
* *Rebus Writer* (418) Reading 1987 ¶	3-8	MC, CP	GA	Apple Family	Mindscape, Inc.	49.95

Title of Software, Dewey Decimal Classification, Application, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Rhymes and Riddles (793.7) Reading 1983	1-4	MC, WU	D/P, GA	Apple Family, Atari Computers, IBM PC/PCjr, Tandy 1000, Commodore 64/128	Spinnaker Software	24.95
Riddle Magic (793.7) 1987 ¶	4-8	MC, WU, SF, CP	TU	Apple Family	Mindscape	49.95
Scramble (421) 1982	1-8	MC	D/P	Apple Family	Ahead Designs	15.95
Sentence Combing (425) 1983 ¶	4-8	SF, CP	D/P, CMI	Apple Family	Milliken Publishing	105.00
Sentence Structure-Skill Building Adventures (425) 1983 ¶	7-8	SF	TU	Apple Family	Society for Visual Education	195.00
Skiwriter (651.7) 1984	5-8	CP	TU	Commodore 64/128, IBM PC/PCjr, printer	Prentice-Hall	66.95 CO 99.95 IBM
Snoopy Writer (651.7) 1985	1-6	MC, WU, SF, CP	D/P	Apple Family, Commodore 64	Random House	39.95
Spell-a-Vision, Vol. 5 (372.4) 1985	1-6	MC	D/P	Apple Family	Cross Educational Software	19.95
Spelling Mastery (372.6) 1988 ¶	1-3	MC	GA	Apple Family	DLM Teaching Resources	46.00
Spell It! (421.4) 1984 ¶	5-8	MC	D/P	Apple Family, IBM PC/PCjr, Tandy 1000, Commodore 64/128	Davidson & Associates	49.95
Spellicopter (421.4) 1983	1-8	MC	GA	Apple Family, Atari Computers, IBM PC/PCjr, Tandy 1000, Commodore 64/128	Britannica Software	39.95
Spelling Speechware (421) 1986	1-8	MC	D/P	Apple Family, color monitor, speech synthesizer	Houghton-Mifflin	66.00
Stickybear Parts of Speech (372.6)	2-7	WU	D/P	Apple Family, IBM PC XT/AT	Weekly Reader Software	39.95
Stickybear Reading (372.4) Reading ¶	1-3	WU, SF	D/P	Apple Family, Commodore, IBM PC/PC XT/AT, color graphics adapter	Weekly Reader Software	39.95 AP, IBM 29.95 CO
Stickybear Spellgrabber (411) 1985	1-4	MC	D/P, GA	Apple Family, Commodore 64/128	Weekly Reader Software	39.95 AP 29.95 CO
Story Board (372.6)	3-6	MC, WU, SF, CP	WP	Apple Family, joystick	Data Command	39.95
Story Maker (372.6) 1985 ¶	2-8	CP	GA	Apple Family	Scholastic	95.00
Story Tree (808) 1984	4-8	CP	D/P	Apple Family, IBM PC/PCjr, Tandy 1000, Commodore 64/128	Scholastic	59.95
Success with Reading (372.4) Reading 1985 ¶	3-6	MC, WU, SF, CP	D/P	Apple Family, Commodore 64	Scholastic	59.95

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Title of Software, Dewey Decimal Classification, Application, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Success with Writing (372.6) 1988	7-8	MC, WU, SF, CP	WP	Apple Family, Tandy 1000, IBM	Scholastic	79.95
Teddy Bear-Rels of Fun (707)	1-6	MC, WU, SF, CP	TU, D/P	Apple Family, Commodore 64	DLM Teaching Resources	39.95
That's My Story (372.6) 1984, 1988 ¶	5-8	CP	D/P, TU	Apple Family	Mindscape	59.95
Wizard of Words (793.7) 1983 ¶	4-8	MC	GA, PS	Apple Family, Commodore 64/128, IBM PC/PCjr, Tandy 1000	Advanced Ideas	39.95
Word Benders-Phases, A-1 (428.3) Reading 1985	5-8	MC	D/P, TU	Apple Family, TRS-80 III/4	Midwest Publications	39.95
Word Benders-Similarities, C-1 (428.3) Reading 1985	5-8	MC	D/P, TU	Apple Family, TRS-80 III/4	Midwest Publications	39.95
Word Blaster (421) Reading 1982	3-6	MC	D/P, GA	Apple Family, TRS-80 Models, IBM PC/PCjr, Tandy 1000	Random House	150.00
Word File (421.4) 1983	1-8	MC	D/P	Apple Family	Hopkins School Eval. Center	24.95
Word Wizards (428.3) 1984	1-6	MC	D/P, GA	Apple Family, Tandy 1000	MECC	49.00
Write On! (418) Over 80 titles	1-8	MC, WU, SF, CP	WP	Apple Family	Humanities Software	75.00 per title
Writer Rabbit (372.6) 1985 ¶	2-4	MC, WU, SF	D/P	Apple Family, Tandy 1000	The Learning Company	54.95
Writer's Helper (651.7) 1985	7-8	MC, WU, SF, CP	D/P	Apple Family, IBM PC/PCjr, 80-column card	Conduit	120.00
Write With Me! (400) 1986	4	MC, WU, SF, CP	D/P	Apple Family	Sunburst	59.00
Writing a Character Sketch (808) 1984	7-8	CP	D/P	Apple Family	MECC	43.00
Writing Adventure (372.6) 1985 ¶	4-8	MC, WU, SF, CP	PS, D/P	Apple Family, Commodore 64, printer, color monitor	DLM Teaching Resources	59.95
Writing a Narrative (808) 1984	6-8	CP	D/P	Apple Family, printer	MECC	43.00
Writing An Opinion Paper (808) 1985	7-8	MC, WU, SF, CP	D/P	Apple Family, 80-column card	MECC	49.00

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COGNITIVE SKILLS ASSESSMENT BATTERY (CSAB) SECTION

Title of Software, Dewey Decimal Classification, Application, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Alphabet Beasts and Company (421)	PreK-1	Readiness	GA, D/P	Apple Family	Reader's Digest Services	34.95
Alphabet Express (411) Reading	K-3	Readiness	D/P	Apple Family, Commodore, TRS-80 III	Gamco	44.95
Better View a Zoo (813)	PreK-2	Readiness	GA	TRS-80 III/4	Sunburst	65.00
Build a Book About You (372.4) Reading ¶	PreK-1	Readiness	D/P, GA	Apple Family, Commodore 64/128, IBM PC/PCjr, Tandy 1000	Scarborough Systems	39.95
Early Childhood Software: Alphabet Circus (421)	K-2	Readiness	GA	Apple Family, Commodore 64/128, IBM PC/PCjr, Tandy 1000	DLM Teaching Resources	32.95
Early Discoveries: Observation & Classification (501)	PreK-1	Readiness	GA, D/P	Apple Family	Hartley Courseware	35.95
Early Discoveries: Patterns & Sequences (501)	PreK-1	Readiness	GA, D/P	Apple Family	Hartley Courseware	35.95
Early Discoveries: Size & Logic (501)	PreK-1	Readiness	GA, D/P	Apple Family	Hartley Courseware	35.95
Early Games for Young Children (793.7)	PreK-1	Readiness	D/P, GA	Apple Family, MacIntosh, IBM PC, Tandy 1000, Commodore 64/128	Springboard Software	34.95
Easy Street (793.8)	K-1	Readiness	GA	Apple Family, voice synthesizer or Cricket	Mindplay	49.99
Facemaker (400.28)	PreK-6	Readiness	GA	Apple Family, Atari Computers, Commodore 64/128, Tandy 1000	Spinnaker Software	34.95
First Letter Fun (372.4) 1985	K-2	Readiness	D/P, SIM	Apple Family	MECC	49.00
Floppy Teaches Match-ups in Mazes (372.4)	PreK-K	Readiness	GA	Apple Family	Floppy Enterprises	32.95
Floppy Teaches Same and Different (372.24)	PreK-6	Readiness	GA, SIM	Apple Family	Floppy Enterprises	29.95
Floppy Teaches What Is Missing (372.24)	PreK-6	Readiness	GA, SIM	Apple Family	Floppy Enterprises	29.95
Fun From A-Z (372.4) 1985	PreK-K	Readiness	D/P, SIM	Apple Family	MECC	49.00
Fun with Directions (793.8)	K-1	Readiness	GA, D/P, CMI	Apple Family	Mindscape	49.95
Kermit's Electronic Storymaker (372.4) Reading and Writing 1985 ¶	1-2	Readiness	D/P	Apple Family, Commodore 64/128, color monitor, joystick	Simon & Schuster	34.95 AP 29.95 CO
Letter-Go-Round (411)	PreK-1	Readiness	D/P,GA	Atari Computers, Commodore 64/128	Mindscape	34.95
Letter Recognition (411) ¶	K-1	Readiness	TU, D/P	Apple Family	Hartley Courseware	29.95
Letters and Words (411)	K	Readiness	GA, D/P	Apple Family	Mindscape	49.95

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Title of Software, Dewey Decimal Classification, Application, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
* *New Talking Stickybear Opposites* (418) 1989	K-1	Readiness	D/P	Apple IIGS	Optimum Resources, Inc.	49.95
Paint With Words (372.6) Reading 1986	1-2	Readiness	GA	Apple Family, printer, color monitor	MECC	49.00
Pictures, Letters and Sounds (372.4) Reading	K-1	Readiness	D/P	Apple Family	Hartley Courseware	35.95
Picture Parade (372)	K-2	Readiness	D/P	Apple Family	Hartley Courseware	39.95
Pre-Reading (411)	PreK-2	Readiness	D/P, GA	Commodore 64, TRS-80 Color	MECC	35.00
Reader Rabbit (372.4) Reading	K-2	Readiness	GA	Apple Family, Commodore 64/128, IBM PC/PCjr, Tandy 1000	The Learning Company	54.95
Reading Starters (372.4) 1987 Reading	K-2	Readiness	D/P	Apple Family	Houghton Mifflin	135.00
Stickybear ABC (793.7) 1984 ¶	PreK-1	Readiness	D/P	Apple Family	Weekly Reader Software	39.95
Stickybear Opposites (153.7) 1985	3-6	Readiness	GA, D/P	Apple Family	Weekly Reader Software	39.95
Stickybear Shapes (516) 1985	3-6	Readiness	D/P, GA	Apple Family	Weekly Reader Software	39.95
Tonk in the Land of Buddy-Bots (793.7) 1984	K	Readiness	GA, PS	Apple Family, IBM PC/PCjr, Tandy 1000	Mindscape	29.95 AP, IBM

MATHEMATICS OBJECTIVES AND SUBSKILLS

CN: Concepts - The student can apply numerical concepts.

CN1: Counting - The student should be able to count larger numbers of objects and count by ones, twos, fives, tens, etc.

CN2: Identifying Equivalencies - The student should be able to identify equivalent forms of the same number.

CN3: Establishing Relationships - The student is confronted with comparisons which incorporate the symbols <, >, and =.

CN4: Determining Place Value - The student should be able to translate words and numbers into symbols and vice versa.

CN5: Interpreting Tables and Graphs - The student can extract and interpret information from tables and graphs.

CN6: Recognizing Square Roots - The student should be able to recognize the square root of any perfect square of 100 or less.

CN7: Using Formulas - The student can apply familiar and unfamiliar formulas containing one to six variables or constants.

OP: Operations - The student can compute accurately.

OP1: Addition - The student should be able to add using different types of numbers.

OP2: Subtraction - The student should be able to subtract using different types of numbers.

OP3: Multiplication - The student should be able to multiply using different types of numbers.

OP4: Division - The student should be able to divide using different types of numbers.

ME: Measurement - The student can apply measurement concepts.

ME1: Identifying Units of Measurement - The student should select the most appropriate unit of measure for measuring a given object named or pictured.

ME2: Estimation - The student should be able to estimate measurable quantities such as size, time, and weight.

ME3: Using Measuring Devices - The student should be able to read and interpret information from a measuring device.

ME4: Conversions and Operations - The student should be able to initially convert units of measurements and then regroup with units.

ME5: Scale Drawings - The student is presented with a scale drawing such as a map, floor plan, or blueprint.

GE: Geometry - The student can apply geometric concepts.

GE1: Identification - The student should identify or select the correct figure, term, or label.

GE2: Comparison - The student should be able to compare geometric representations based on size and shape and similarity.

GE3: Application - In the later grades, the student should be able to use formulas in determining the area, perimeter, or volume of geometric figures.

PSO: Problem Solving - The student can solve problems involving the use of mathematics.

TEACHING AND TESTING OUR BASIC SKILLS, Reading and Writing and Mathematics
Educational Assessment Section, Office of Research, South Carolina Department of Education, September 1981; January 1983.

GRADES 1-8 MATH SOFTWARE BSAP CORRELATION

Title of Software, Dewey Decimal Classification, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Addition and Subtraction (511)	1-8	OP	D/P	Apple Family, TRS-80 III/4, Commodore 64	Gamco	39.95
Addition Circus (511)	1-2	OP	D/P, GA	Apple Family, TRS-80 III/4, Commodore 64	Gamco	44.95
Addition Logician (511)	3	OP	D/P, GA, PS	Apple Family	MECC	43.00
Adventures With Fractions (511) 1983	5-8	CN	TU	Apple Family, Commodore 64	MECC	45.00
Andy and the Math-A-Sizer (511)	1-8	OP	D/P, PS	TRS-80 III/4	Aladdin Software	29.95 disk 32.95 cass
Arcademic Skill Builders (510) ¶ 1982 1. Alien Addition 2. Minus Mission 3. Dragon Mix 4. Meteor Multiplication 5. Demolition Division 6. Alligator Mix	1-6	OP	GA	Apple Family, IBM PC/PCjr, Atari Computer, Commodore 64, Tandy 1000, color graphic adapter	DLM Teaching Resources	46.00
Arith-A-Tackle (511)	1-6	OP	GA	Apple Family	Micro Learningware	43.00
Arith-Magic (510) 1982	2-8	OP, PSO	TU, GA	Apple Family, Commodore 64, TRS-80 III/4, IBM PC 256K	Quality Educational Designs	35.00
Arith-Magic II (511)	4-8	GE	PS, GA	Apple Family, TRS-80 III/4, IBM PC 256K	Quality Educational Designs	35.00
Arithmetic Doctor (513)	2-8	OP	D/P	Apple Family, TRS-80 III/4	Educational Activities	129.00
Arithmetic Games (511) 1981	2-6	CN, OP, PSO	D/P, GA	Apple Family, Tandy 1000, TRS-80 III, IBM PC/PCjr, firmware card	Science Research Associates	150.00
Basic Arithmetic (511) 1982	1-6	CN, OP	TU, D/P	Commodore 64, TRS-80 III/4	MECC	35.00
Basic Math Facts (513) 1986	1-6	OP	D/P	Apple Family	Houghton-Mifflin	99.00
Basic Math Practice Courseware (511)	1-6	OP	D/P	Apple Family	Steck-Vaughn	52.50
* *Boar's Store, The* (332.4) 1987	1-4	PSO, OP	D/P	Apple Family	Random/McGraw Hill Educational Resources	39.95
* *Boar's Tell Time, The* (529) 1987	1-3	ME	D/P	Apple Family	Random/McGraw Hill Educational Resources	39.95
Borrow (511)	2-4	OP	D/P	TRS-80 Color	B5 Software	21.95 disk 19.95 cass
Borrowing: Regrouping for Subtraction (510)	1-6	OP2	D/P	Apple Family	American Educational Computer	19.95

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Box Introduces Fractions (513)	1-3	CN, OP	D/P	Apple Family	Society for Visual Education	159.00
Box Introduces Numbers (513)	1-3	CN	D/p	Apple Family	Society for Visual Education	159.00
Box Solves Story Problems (510.76)	3-8	PSO	D/P	Apple Family	Society for Visual Education	229.00
Building Tens (511)	1-3	CN, OP	TU	Apple Family	Hartley Courseware	49.95
Bumble Games (510) 1982	1-5	CN, PSO	GA, TU, PS	Apple Family, Commodore 64/128	The Learning Company	59.95
Bumble Plot (513) 1982	3-8	CN, PSO	TU, GA, PS	Apple Family, Commodore 64/128	The Learning Company	59.95
Carry (511)	2-4	OP	D/P	TRS-80 Color	B5 Software	21.95 disk 19.95 cass
Carry: Regrouping for Addition (510)	1-6	OP2	D/P	Apple Family	American Educational Computer	19.95
Challenge Math (513) 1983	2-6	CN, OP, PSO	D/P, GA	Apple Family, Commodore 64	Sunburst	65.00
Circle Graphs (510)	5-8	CN5	D/P	Apple Family	CAE Software	39.95
Clock (529) 1983	1-6	ME	D/P, TU	Apple Family, IBM PC/PCjr	Hartley Courseware	39.95 AP 49.95 IBM
Clock Works (529) ¶	1-3	ME	D/P	Apple Family	MECC	55.00 59.00 GS
Color Keys:Strategies in Problem Solving (500)	4-8	PSO	SIM, GA	Apple Family, color monitor	Sunburst	65.00
Computational Skills Program (513) 1988 ¶	1-8	OP	D/P	Apple Family	Houghton-Mifflin	126.00
Computer Drill and Instruction: Mathematics (510) 1981, 1989 ¶	1-8	CN, OP, ME, GE, PSO	D/P, GA	Apple Family, IBM PCjr, TRS-80 III, Tandy 1000, Graphic cards	Science Research Associates	various
Computer Math Games, Vol. 1-7 (510) 1985	1-8	CN, OP	D/P, GA	Apple Family	Addison-Wesley	324.00
* *Conquering Math Series* 1988, 1989				Apple Family	MECC	59.00
1. *Fraction Concepts, Inc.* (510)	3-8	CN2, OP1	D/P			
2. *Conquering Whole Numbers* (510)	3-8	OP1, 2, 3, 4	D/P			
3. *Fraction Practice Unlimited* (510)	4-8	CN 2, 3	D/P			
4. *Conquering Decimals-Add/Subtract* (513.55)	4-8	OP	D/P			
5. *Conq. Decimals-Multiply/Division* (513.55)	5-8	OP	D/P			
6. *Conq. Fractions-Add/Subtract* (513.26)	4-8	OP	D/P			
7. *Conq. Fractions-Multiply/Div.* (513.26)	5-8	OP	D/P			
8. *Conq. Ratios/Proportions* (513.24)	5-8	CN	D/P			
9. *Decimal Concepts* (513.55)	3-6	CN	D/P			
Coordinate Math (510)	4-8	GE1, 3	GA	Apple Family	MECC	59.00
Count, Add 1, Add 2, Add 3 (510) 1982	1-3	CN, OP	D/P	Apple Family	Edu-Soft	19.95
Counting (511)	1-2	CN	D/P	Commodore 64	MECC	35.00

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Title of Software, Dewey Decimal Classification, Application, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Counting & Ordering (510)	1-3	CN1	GA	Apple Family	Micro Power & Light	29.95
Counting Parade (510)	PreK-1	CN	D/P	Apple Family, Commodore 64, color monitor, joystick or mouse	Spinnaker Software	9.95 AP 6.95 CO
Cubbyholes (510) 1982	1-4	OP, PSO	GA	Atari 400/800, joystick	Atari Program Exchange	17.95
Cube Builder (510) ¶	6-8	GE3	SIM	Apple Family	HRM Software, Div. of Queue	49.95
Cubes, Prism, and Cylinders (516)	5-8	GE3	TU	Apple Family	Educational Activities	59.95
Decimal Discovery (513) ¶	4-8	OP, CN	D/P	Apple Family	DLM Teaching Resources	46.00
Decimals (513) 1983	6-8	CN	TU, GA	Apple Family, Commodore 64, IBM PC, TRS-80 III/4	Quality Educational Designs	120.00
Decimal Skills (513)	6-8	CN, OP	D/P	Apple Family	Media Materials	49.95
Decimals Made Simple (511)	5-8	OP	D/P, SIM	Apple Family, IBM PC/PCjr, color monitor	Thoroughbred Educational Software	49.95
Decimal Squares Computer Programs (510)	3-8	CN2, 3, 4, OP1, 2, 3, 4	D/P, TU	Apple Family	Scott Resources	59.98
* *Digitosaurus* (513) 1988	2-4	OP	D/P	IBM PC/PCjr, Tandy 1000, color graphic card	Sunburst	65.00
Early Childhood Software (511) 1. Comparison Kitchen 2. Fish Scales 3. Number Farm 4. Shapes & Colors Rodeo 5. Animal Photo Fun 6. Alphabet Circus	1-2	CN, ME	D/P	Apple Family, Commodore 64, IBM PC, Tandy 1000, color monitor, color graphics adapter	DLM Teaching Resources	32.95
Early Discoveries: Conservation and Counting (510)¶	PreK-1	CN	D/P, GA	Apple Family, color monitor	Hartley Courseware	35.95
Early Games for Young Children (372.21) 1983	1-3	CN, OP	D/P, GA	Apple Family, Commodore Computers, IBM PC, Tandy 1000	Springboard Software	34.95
Early Learning Series: Math (511) 1. Learning to Add & Subtract 2. How to Weigh an Elephant 3. Let's Go Fishing	PreK-3	CN, OP, ME	PS, GA	Apple Family, Commodore 64/128	Learning Technologies	14.95
Educalc (001.64) ¶	5-8	varies	TU	Apple Family, Commodore 64/128, IBM PC/PCjr/XT	Grolier Electronic	74.95
* *Elastic Lines: The Electric Geoboard* (516) 1988	2-8	GE	SIM	Apple Family	Sunburst	65.00

Title of Software, Dewey Decimal Classification, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Elements of Geometry: Angles, Circles & Shapes (516)	4-8	GE	D/P	Apple Family	Society for Visual Education	119.00
Essential Math Program (513) 1982	6-8	CN, OP, ME, GE, PSO	D/P	TRS-80 I/III/4	Radio Shack Education Division	199.00
Estimating and Common Sense (510)	4-8	CN, ME	D/P	Apple Family, IBM PC/PCjr	Data Command	99.95
Estimation Skill Builder (513) 1983	5-8	CN	D/P	Apple Family	Edu-Soft	34.95
Expanded Notation (510) 1982	3-5	CN	D/P, TU	Apple Family, IBM PC/PCjr	Hartley Courseware	39.95 AP 49.95 IBM
Explorer Metros: A Metric Adventure (389) 1982	4-8	ME	SIM, GA	Apple Family	Sunburst	65.00
* *Exploring Measurement, Time & Money-Lev.I* (530.81) 1989	K-3	ME	SIM	IBM, mouse, sound adapter	IBM Educational System	156.00
Exploring Tables and Graphs, Level I: Grades 2-5; Level II: Grades 5-8 (511) 1984 ¶	2-8	CN	SIM, TU	Apple Family	Weekly Reader Software	34.95
Factoring Whole Numbers (512) 1983, 1988	5-8	CN, GE	TU, D/P	Apple Family, Commodore 64, TRS-80, III/4, IBM PC	Quality Educational Designs	90.00
Factory, The (160) ¶ 1983	4-8	PSO	PS	Apple Family, Commodore 64, TRS-80 Color, IBM PC/PCjr, Tandy 1000, color monitor	Sunburst	65.00
Fact Track (511) 1981	1-8	OP	D/P	Apple Family, IBM PC/PCjr	Science Research Associates	90.00
Fast-Tract Fractions (513)	4-8	CN, OP	GA, D/P	Apple Family	DLM Teaching Resources	46.00
Fay, That Math Woman (511) 1985	1-2	OP	D/P, GA	Apple Family, Commodore 64, IBM PC	Didatech Software	39.95
Fetchin' Folks (372.7)	2-4	OP1, 3, 4	GA	Apple Family	Data Command	39.95
First Shapes (513)	PreK-2	GE	GA	Apple Family, Macintosh, mouse	First Byte	49.95
* *Five in a Row* (513)	2-8	PSO, OP	GA	Apple Family	Midwest Publications	55.00
Fraction Bars Computer Games (511)	3-8	CN, OP	GA, D/P	Apple Family	Scott Resources, Inc.	34.99
Fraction Bars Computer Programs (511)	3-8	CN, OP, PSO	GA, D/P	Apple Family	Scott Resources, Inc.	49.99
Fraction Fever (513)	3-6	CN	GA	Apple Family, Commodore 64, IBM PC, joystick	Spinnaker Software	9.99
Fraction Fuel-Up (511)	4-8	CN, OP	D/P	Apple Family, Commodore 64/128	DLM Teaching Resources	32.95
Fraction Munchers (510) 1987 ¶	3-8	C, I2, OP1, 2, 3, 4	GA	Apple Family	MECC	55.00

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Fractions (513) 1982	4-8	CN, OP	D/P, TU, GA	Commodore 64, TRS-80 Models Apple Family, IBM PC	Quality Educational Designs	175.00
Fractions (513) 1987 ¶	4-8	CN, OP	D/P, GA	Apple Family, IBM PC, TRS-80 Models	Silver, Burdett & Ginn	59.95
Fractions 5 (511) 1985	5-8	OP, PSO	D/P	Apple Family	Scott, Foresman	39.95
Fractions: Addition and Subtraction (511)	3-8	OP	D/P, GA, CMI, PS	Apple Family, Commodore 64/128, TRS-80 III/4	Gamco	44.95
Fractions, Decimals and Percent (511) 1983	6-8	CN, OP, PSO	D/P, TU	Apple Family	Society for Visual Education	229.00
Fractions: Multiplication and Division (511)	5-8	OP	D/P	Apple Family, Commodore 64/128, TRS-80 III/4	Gamco	44.95
Fractions Practice PLATO (511) 1983	4-8	CN	D/P, GA	Apple Family, IBM PC, Tandy 1000	Control Data	39.95
Fun Houe Maze (794) 1984	4-8	PSO	GA, PS	Apple Family	Sunburst	65.00
Galaxy Math Facts Game (510) 1981	1-8	OP	D/P, GA	Apple Family, TRS-80 Models	Random House	32.95 AP 16.45 TRS
Geometric Concepts (513)	6-8	GE	TU	Apple Family, printer	Jostens Learning Corp.	180.00
Geometric Presupposer (513) ¶	6-8	GE	D/P	Apple Family	Sunburst	99.00
Geometry Alive! (516) 1984 1. Fundamentals of Geometry 2. Areas of Triangles/Quadrilaterals 3. Circles	6-8	GE	D/P, TU	Apple Family, IBM PC	Educational Activities	159.00
Geometry/Part I (513)	K-5	GE	D/P	Apple Family	K-12 MicroMedia Publishing	29.95
* *Geometry: Planely Simple* (516)	6-8	GE	D/P, TU	Apple Family, Commodore 64, IBM PC/PCjr	Word Associates	39.95
Geometry With Logo (513)	5-8	GE	TU	Apple Family	Metier Software	49.95
Gertrude's Puzzles (510) 1983 ¶	1-6	PSO	GA	Apple Family, IBM PC/PCjr, Tandy 1000	The Learning Company	59.95
Gertrude's Secrets (510) 1983	1-4	PSO	GA	Apple Family, IBM PC/PCjr, Tandy 1000	The Learning Company	59.95
Get to the Point (511)	5-8	CN, OP	GA, D/P	Apple Family, IBM PC/PCjr, Tandy 1000, TRS-80 I/III/4	Sunburst	65.00
Getting Ready to Read and Add (411) 1984 ¶	1	CN	GA	Apple Family, Commodore 64/128, IBM PC/PCjr, Tandy 1000	Sunburst	65.00
Golf Classic/Battling Bugs (513)	4-8	OP, ME, GE	D/P, GA	Apple Family, IBM PC/PCjr, color monitor	Milliken Publishing	34.95

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Golf Classic/Compubar (513) 1982	4-8	CN, OP, ME, PSO	GA, PS	Apple Family, Atari Computers, IBM PC/PCjr	Milliken Publishing	39.95 disk 34.95 cass
Growgin's Fractions (511) 1983	5-8	CN	TU, GA	Apple Family	MECC	45.00
Guess My Rule (510)	6-8	PSO	PS	Apple Family	HRM Software, Div. Of Queue	69.00
Guinness World Records Problem Areas in Math (510) 1982	3-7	OP, PSO	TU	Apple Family	Society for Visual Education	225.00
Hey, Taxi! (511) 1983	2-8	OP	D/P, GA	Apple Family	Media Materials	39.95
How Many? (510)	PreK-3	CN, OP	GA	Apple Macintosh, mouse	Intellectual Software	34.95
How the West Was One + Three x Four (510) 1987 ¶	4-8	PS	GA	Apple Family	Sunburst	65.00
Integers (512) 1985 ¶	7-8	OP	D/P	Apple Family, Commodore 64	JMH Software	49.95
Integers and Equations (512) 1987¶	6-8	OP1, 2, 3, 4	D/P	Apple Family	Silver, Burdett & Ginn	59.95
Integers and Estimation Drill (510) 1982	5-8	OP	D/P	TRS-80 Models, Apple Family, Atari	Edu-Soft	24.95
Interpreting Graphs (511) 1986 ¶	6-8	CN	GA, D/P	Apple Family, IBM PC/PCjr, Tandy 1000	Sunburst	65.00
* *In the Neighborhood* (510) 1988	2-8	OP,CN7	GA	Apple Family	Midwest Publications	55.00
Introduction to Counting (513) 1982	1-3	CN	D/P	Apple Family, IBM PC/PCjr	Britannica Software	39.95
It's About Time (529) 1982	1-2	ME	D/P, GA	Apple Family, joystick	McCarthy-McCormack	39.95
Journeys Into Math (510)	K-6	OP	D/P, TU	Apple Family, Ufonic voice system	Jostens Learning Corp.	149.00
K-8 Math Program (513) 1980	K-6	CN, OP, ME, GE, PSO	D/P, CMI	TRS-80 Models	Radio Shack Education Division	199.00
Kinder Koncepts (372) 1980	1	CN, ME	D/P	Apple Family, Commodore 64/128	Midwest Software	55.00
Kindermath (510) 1986	1-2	CN	D/P	Apple Family, color monitor, Echo and speech synthesizer, joystick	Houghton-Mifflin	375.00
Kindermath II (510) 1986¶	1	OP, CN	D/P	Apple Family, Echo and speech synthesizer, joystick	Houghton-Mifflin	276.00
King's Quest (794) 1984	4-8	PSO	PS	Apple Family, IBM PC, Tandy 1000, color graphic card	Sierra On-Line	49.95
King's Rule (510)	4	PSO	PS	Apple Family, Commodore 64/128, IBM PC/PCjr, Tandy 1000, TRS 80 III/4, TRS-80 Color	Sunburst	65.95
Learning About Numbers (513) 1983	1-5	CN, OP	D/P, CMI	Apple Family	C & C Software	50.00

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Learning Mathematics (510)	5-6	CN, OP	D/P, GA	Apple Family	Intellectual Software	24.95
Let's Learn About Money (332.4) ¶	1-4	ME1, 3	D/P, SIM	Apple Family	Troll Associates	39.95
Logic Builders (511)	2-8	PS	GA	Apple Family	Scholastic	39.95
Long Division (511) 1983	3-6	OP	TU, D/P	Apple Family, Commodore, TRS-80 Models	Educational Activities	34.95
Mastering Mathematics: Decimals (513) 1985 ¶	4-8	OP	D/P, TU	Apple Family, TRS-80 4	Continental Press	175.00
Mastering Math Series 1984		OP	D/P	Apple Family	MECC	59.00
1. Circus Math (510)	2-6					
2. Early Addition (511)	1-2					
3. Multiplication Puzzles (511)	3-6					
4. Quotient Quest (510)	4-6					
5. Subtraction Puzzles (510)	2-6					
Mastering Units of Measurement (530.8)	6-8	ME	D/P	Apple Family, IBM PC/PCjr	Thoroughbred Educational Software	49.95
Math Amazing (510)	1-3	OP1, 2	D/P	Apple Family	J. L. Davis	29.95
Math and Me (510) 1987 ¶	1	CN2, 3, OP1, GE1	TU	Apple Family, 80 column card, IBM PC, Tandy 1000, color graphics adapter	Davidson & Associates	39.95
Math Assistant I (510) ¶	1-4	OP1, 2	TU	Apple Family, printer	Scholastic	79.95
Math Assistant II (510) 1985 ¶	2-6	OP3, 4	TU	Apple Family, printer	Scholastic	79.95
Math Blaster (513) 1983, 1989	1-6	CN, OP	D/P	Apple Family, Macintosh, IBM PC/PCjr, Tandy 1000, mouse, color graphic adapter	Davidson and Associates	49.95
Math Blaster Plus (510)	1-6	OP1, 2, 3, 4	D/P	Apple Family, 80 column card, IBM PC, color graphics adapter	Davidson & Associates	49.95
Math Connection (513) 1983	3-8	OP	D/P, GA	TRS-80 Models	Sunburst	65.00
Mathematical Concepts (511) 1982	4-8	CN, OP	D/P	Apple Family, game paddle	Media Materials	44.95
Mathematics Action Games (513) 1985		OP	D/P, GA, SIM	Apple Family, Commodore 64/128	Scott, Foresman	29.95
1. Frog Jump	1-3					
2. Picture Parts	1-3					
3. Space Journey	6-8					
Mathematics Activities Courseware, Level 3 (510) 1984 ¶	3	OP	D/P	Apple Family, IBM PC/PCjr, Tandy 1000	Houghton-Mifflin	165.00
Mathematics Activities Courseware, Level 4 (511) 1983 ¶	4	CN, OP	PS, GA	Apple Family, IBM PC/PCjr, Tandy 1000, color monitor, color graphics card	Houghton-Mifflin	165.00

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Mathematics Activities Courseware, Level 5 (511) 1983 ¶	5	OP, PSO	PS, GA	Apple Family, IBM PC/PCjr, Tandy 1000, color monitor, color graphics card	Houghton-Mifflin	165.00
Mathematics Activities Courseware, Level 6 (511) 1983	6	CN, OP, ME, GE, PSO	PS, GA	Apple Family, IBM PC/PCjr, Tandy 1000	Houghton-Mifflin	165.00
Mathematics Activities Courseware, Level 7 (511) 1983	7	PSO	PS, GA, D/P	Apple Family, IBM PC/PCjr, Tandy 1000	Houghton-Mifflin	165.00
Mathematics Courseware Series 1985, 1987		CN, OP	D/P, TU	Apple Family	Scott, Foresman	39.95
1. Addition/Subtraction 1 & 2 (513)	1-2					
2. Division I (510)	3-5					
3. Fractions I (513)	3-6					
4. Multiplication I (511)	2-5					
Mathematics-Grade 1 (510)	1	OP, ME	D/P	Apple Family	Intellectual Software	79.95
Mathematics Problem Solving Courseware (510.76)	5-8	PSO	GA	Apple Family	McGraw-Hill	79.95
Mathematic-Tac-Toe (511) 1983	1-6	OP	D/P, GA	Atari Computers	Atari Program Exchange	15.95
Mathflash (513)	1-8	OP	D/P	Apple Macintosh, mouse	Palantir Software	49.95
Math for Everyday Living (511) ¶	4-8	OP, PSO	CMI, D/P, TU	Apple Family, Commodore 64/128, IBM PC, Tandy 1000, TRS-80 4	Educational Activities	109.00
Math in a Nutshell (513)	4-8	OP	D/P	Apple Family, Commodore 64/128, IBM PC/PCjr	Learning Technologies	14.95
Math Leap Frog (511)	1-6	OP	GA, CMI	Apple Family, Commodore 64/128, TRS-80 III/4	Gamco	44.95
Math Magic (513)	1-5	CN, OP	D/P, GA	Apple Family, IBM PC/PCjr	Mindplay	49.99
Math Man (510) 1984	3-8	OP	D/P	Apple Family, IBM PC/PCjr, Tandy 1000	Scholastic	39.95
Math Masters: Add and Subtract (510 1988	1-6	OP1, 2	GA	Apple Family	DLM Teaching Resources	46.00
Math Masters: Multiply & Divide (510)1988 ¶	3-8	OP3, 4	GA	Apple Family	DLM Teaching Resources	46.00
Math Mastery Series (511)	3-8	OP	GA, D/P	Apple Family, TRS-80 Model III/4	Gamco	44.95
Math Maze (511) 1984 ¶	1-8	OP,PSO	D/P,GA	Apple Family, IBM PC/PCjr, Tandy 1000, Atari, Commodore 64, Color graphics adapter	Britannica Software	39.95 AP,IBM 29.95 CO
* *Math Mind Benders* (510)	5-8	PSO	GA	Apple Family	Midwest Publications	45.00
Math 1-2-3 Four Pack: Counting (511) 1984	1-3	CN, OP	D/P	Commodore 64/128	Micro-Ed	34.95

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Math Path (510) 1986 ¶	3-8	CN3	D/P	Apple Family	Milliken Publishing	49.95
Math Practice Series (510) 1985	1-8	OP	D/P	IBM PC/PCjr	IBM Direct	76.00
Math Rabbit (511) 1985	K-2	CN, OP	GA	Apple Family, IBM PC 256K, Tandy 1000	The Learning Company	54.95
Math Sequences (510) 1983	1-8	CN, OP	D/P	Apple Family	Milliken Publishing	495.00
Math Shop (510) 1986 ¶	5-8	OP, ME	D/P, SIM	Apple Family, IBM PC/PCjr	Scholastic	87.45
* *Math Shop, Jr.* (510) 1989	2-4	OP, ME	D/P, GA	Apple Family	Scholastic	69.95
Math Skill Builders (510)	3-8	OP	D/P	Apple Family, TRS-80 III	S & S Software	250.00
Math Skills: Pirate and Rounding (510)	4-8	PSO	D/P	Apple Family, Commodore 64, IBM PC/PCjr, TRS-80 I/III, color monitor, color graphic adapter	Diversified Educational Ent.	40.00
Math Story Solvers (510)	4-8	PSO	PS	Apple Family	Data Command	299.95
Math Through Mental Arithmetic (510)	5-8	OP	D/P	Apple Family, Atari, Commodore 64, TRS-80 III/4	Orange Cherry Software	78.00
Math Word Games (510) 1983	3-6	PSO	D/P	Apple Family, TRS-80 III/4	McGraw-Hill	38.25
Math Word Problems (510)	4-6	PSO	D/P	Apple Family	Weekly Reader Software	39.95
Math Worlds: Exploring Mathematics Through Computers (513)	6-8	PSO	PS, TU, SIM	Apple Family, Commodore 64/128, IBM PC/PCjr, Tandy 1000, color graphics adapter	D C Heath	255.00
* *McGraw-Hill Math:Problem Solving Courseware, Lev. 6* (510) 1987	6-8	PSO	GA	Apple Family, color monitor	McGraw-Hill	69.95
Meaning of Fractions (512)	2-6	CN	TU	Apple Family	CAE Software	34.95
MECC Graph (311) 1985	6-8	CN	TU	Apple Family	MECC	55.00
MECC Graphing Primer (311) 1985	6-8	CN	D/P	Apple Family	MECC	45.00
Meg-A-Math Set (513) 1985 ¶	1-8	OP	D/P	Apple Family, color monitor	Micro Power & Light	99.80
Metric (389) 1986 ¶	6-8	ME	D/P	Apple Family, Commodore	JMH Software	49.95
Metrics I-V (389)	6-8	ME	TU	IBM PC/PCjr/XT/AT, color monitor, color graphics adapter	Classroom Consortia Media	49.00
Metric System Tutor (389) 1983	6-8	ME	TU, D/P	Apple Family	Cygnus Software	66.00
Microcourse Mathematics: Solving Story Problems - Whole Numbers, Levels 3-6 (511) 1985	3-6	PSO	D/P, TU, CMI	Apple Family, Rainbow DEC, IBM PC/PCjr, Tandy 1000	Houghton-Mifflin	348.00

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Mind Puzzles (793.7) 1985	6-8	PSO	TU	Apple Family	MECC	55.00
Mixed Numbers (513) 1982	6-8	OP	TU, D/P, CMI	Apple Family	Media Materials	49.95
Money! Money! (332.4) 1983	1-5	ME	D/P, TU	Apple Family	Hartley Courseware	39.95
Money Works (332.4) ¶	1-4	ME1, 3	D/P, GA	Apple Family	MECC	59.00
Moptown Hotel (793.7) 1981	3-8	PSO	PS	Apple Family, Commodore 64/128, IBM PC/PCjr, color graphics card	The Learning Company	59.95
Moptown Parade (424) 1983	1-5	CN, PSO	TU, GA	Apple Family, Commodore 64/128, IBM PC/PCjr, color graphics card	The Learning Company	59.95
* *More Teasers from Tobbs* (510) 1988	5-8	PSO, OP	D/P	Apple Family	Sunburst	65.00
Morning Star Math Facts (513)	1-6	OP	D/P	Apple Family, Commodore 64/128	Morning Star Software	85.00
More Powers to You (510)	7-8	CN2, 6	TU	Apple Family, Commodore 64, IBM PC/PCjr, color graphics adapter	Word Associates, Inc.	39.95 44.95, AP, IBM 3.5
New Arithmetic Classroom (511)	K-8	OP, ME, GE	TU, D/P	Apple Family	D C Heath	99.95
Number Capers (510)	5-8	OP1, 2, 3, 4	D/P	Apple Family	Intellectual Software	59.95
Number Facts (511)	1-6	OP	D/P, GA	Apple Family, Commodore 64/128, TRS-80 Model III/4	Gamco	44.95
Number Munchers (511) ¶	3-8	CN	TU, D/P	Apple Family	MECC	55.00
Number Sea Hunt (511)	3-8	CN, OP	D/P	Apple Family, Commodore 64/128, TRS-80 Model III/4	Gamco	44.95
Number Words - Level 1 (510) 1983	2-4	CN	D/P	Apple Family, IBM PC/PCjr	Hartley Courseware	39.95 AP 49.95 IBM
Number Words - Level 2 (510) 1982	2-5	CN	D/P	Apple Family, IBM PC/PCjr	Hartley Courseware	39.95 AP 49.95 IBM
Numbers (513) 1984	1	CN	TU, D/P, GA	Commodore 64/128	JMH Software	10.00 tape
* *Pathfinder* (511.5) 1988 ¶	7-8	PSO, CN	PS	Apple Family, IBM PC/PCjr	Sunburst	65.00
Percent (513) ¶	6-8	CN, OP	D/P	Apple Family, Commodore 64/128, TRS-80 III/4	Gamco	44.95
Percents (511)	6-8	CN	D/P	Apple Family	Media Materials	49.95
Percent Word Problems (510)	6-8	OP3, 4, PSO	D/P, CMI	Apple Family, Commodore 64, TRS-80 II	Gamco	44.95

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Perimeter, Area, Volume (513) ¶	5-8	GE	D/P	Apple Family, Commodore 64/128, TRS-80 III/4, IBM PC/PCjr, color graphics card	Gamco	44.95
Pick the Numbers (513)	4-8	CN	D/P	Apple Family, Commodore 64	D C Heath	51.00
Piece of Cake (510)	1-5	OP1, 2, 3, 4,	D/P, GA	Apple Family, Commodore 64, IBM PC/PCjr	Springboard Software	34.95
Pinball Math (511)	1-6	OP	D/P, TU, GA	Commodore 64/128, Apple Family, IBM PC/PCjr	Electronic Courseware Systems	39.95
* *Plane View* (516.5) 1988 ¶	4-8	GE	PS	Apple Family, Commodore	Sunburst	65.00
Plato's Cave (160) 1984	5-8	PSO	SIM, PS, GA	Apple Family, Commodore 64/128, IBM PC/PCjr, Tandy 1000	Krell Software	49.95
Playing to Learn: Math/Logic Games (510)	6-8	CN, OP, PSO	GA	Apple Family, Commodore 64/128	HRM Software, Div. Of Queue	69.00
Power Drill (511) ¶	4-8	OP	D/P	Apple Family, Commodore 64/128, IBM PC/PCjr, Tandy 1000, TRS-80 Model III	Sunburst	65.00
Prescriptive Math Drill (513) 1983	1-4	OP	D/P, CMI	Apple Family, IBM PC/PCjr	Hartley Courseware	49.95
* *Primary WordMath* (510) 1986 ¶	2-4	PSO	D/P	Apple Family	Milliken Publishing	95.00
Prime Numbers (510)	7-8	CN, PSO	PS	Apple Family, IBM PC/PCjr, Tandy 1000	MECC	35.00
Problem Solving Strategies (510) 1983	5-8	PSO	TU, CMI	Apple Family	MECC	55.00
Proportions and Percents (510)	7-8	CN	TU, GA	Apple Family, IBM PC	Quality Educational Designs	199.00
PSST: Problem Solving Strategy Training (510)	4-8	PSO	TU, PS	Apple Family	Winners Circle Education	32.95
Puzzle Tanks (793.7) 1984 ¶	3-8	PSO	PS	Apple Family, TRS-80 Models, Commodore 64, IBM PC/PCjr, Tandy 1000	Sunburst	65.00
Puzzle Works (510) 1. Animal Addition 2. Circus Subtraction 3. Magic Multiplication 4. Dinosaur Division	1-4	OP	D/P	Apple Family	Continental Press	34.95
Ratios & Proportions (513)	6-8	CN, OP	D/P	Apple Family	Media Materials	49.95
Ratios and Proportions (513) 1985 ¶	7-8	CN	TU	Apple Family, Commodore 64	JMH Software	49.95
* *Regrouping* (511.3) 1987 (Math related thinking skills)	4-7	N/A	PS	Apple Family	Sunburst	65.00

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Right Turn (510) ¶	4-8	PSO	PS	Apple Family, Commodore 64/128, IBM PC, color monitor	Sunburst	65.00
Robomath (511) 1986¶	2-8	OP	GA, D/P	Apple Family, IBM PC/PCjr, Commodore 64, Tandy 1000, color graphics adapter	Mindplay	49.99
* *Roller Dog* (152.142) (Math related thinking skills)	5-8	N/A	PS	Apple Family	Midwest Publications	55.00
Rounding (510) ¶	4-8	CN	D/P, GA	Apple Family, Commodore 64/128, TRS-80 Model III, IBM PC/PCjr, color graphics adapter	Gamco	44.95
Safari Search (510) 1985	3-8	PSO	PS	Apple Family, Commodore 64, IBM PC/PCjr	Sunburst	65.00
* *Sailing Through Story Problems* (510) 1987 ¶	4-8	PSO, OP	D/P	Apple Family	DLM Teaching Resources	46.00
Salina Math Games (511) ¶ 1984	3-8	CN, OP	D/P	Apple Family, TRS-80 III/4	Educational Activities	59.95
Scholastic Math Tutor (510) 1988 1. Math Tutor Addition 2. Math Tutor Subtraction 3. Math Tutor Multiplication 4. Math Tutor Division 5. Math Tutor Fractions Part I 6. Math Tutor Fractions Part II 7. Math Tutor Decimals 8. Math Tutor Percents, Ratios and Proportions	1-8	CN2, 3, OP1, 2, 3, 4	TU	Apple Family, Tandy 1000, IBM PC	Scholastic	79.95
* *SI-Metric Literacy* (530.812) 1986 ¶	5-8	ME	TU	Apple Family, IBM PC/PCjr, Tandy 1000	EME	69.00
Soft Text (511) 1. Basic Math Facts I 2. Addition II & III 3. Subtraction II & III 4. Multiplication II & III 5. Division II & III	1-6	OP	D/P	Apple Family	Continental Press	34.95
Speedway Math (511)	1-6	OP	D/P	Apple Family	MECC	55.00
Star Maze (500) 1985	3-6	OP	SIM, GA	Apple Family, color monitor	Scott, Foresman	29.95
Stickybear Math 1 & 2 (513) 1984 ¶	1-4	OP	D/P, CMI	Apple Family, Commodore 64/128, IBM PC, color monitor, graphic card adapter	Weekly Reader Software	39.95 AP, IBM 29.95 CO
Stickybear Numbers (510) 1983	1	CN	D/P	Apple Family, IBM PC, Atari, Commodore, color monitor, graphic card adapter	Weekly Reader Software	39.95 AP, IBM 29.95 CO

KEY: * New/Updated
¶ SEED Project Reviews

Title of Software, Dewey Decimal Classification, Application, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Stickybear Word Problems (513) ¶	2-5	PSO	D/P	Apple Family	Weekly Reader Software	39.95
Storybook Friends: Addition and Subtraction (511)	K-3	OP	GA, D/P	Apple Family, Atari Computers, joystick	Knowledge Access International	39.95
Storybook Friends: Number Relationships (510)	K-3	CN	GA, D/P	Apple Family, Atari Computers, joystick	Knowledge Access International	39.95
Strategies in Problem Solving: Dinosaurs & Squids - Spinners & Slugs (510) 1985	5-8	PSO	PS, TU, D/P	Apple Family	Scott, Foresman	49.95
Subtraction Defenders (513)	2-6	OP	D/P	Apple Family, Commodore 64, TRS-80 III/4	Gamco	44.95
Success with Math Series (513) 1984 ¶ 1. Addition/Subtraction 2. Multiplication/Division 3. Fractions: Addition/Subtraction 4. Fractions: Multiplication/Division 5. Decimals: Addition/Subtraction 6. Decimals: Multiplication/Division	4-8	OP	D/P	Apple Family, Commodore 64, IBM PC/PCjr, Tandy 1000	Microcomputer Workshops	29.95
* *Subtract with Balancing Bear* (512.92) 1989	K-5	CN	GA, PS	Apple Family	Sunburst	65.00
Survival Math (513) 1983	6-8	CN, OP, ME, PSO	D/P, SIM	Apple Family, Commodore 64/128, TRS-80 III/4	Sunburst	65.00
* *Target Math* (510)	2-8	PSO	PS	Apple Family	Midwest Publications	55.00
Teasers By Tobbs (510) 1982 ¶	4-8	OP, PSO	PS, GA, D/P	Apple Family, TRS-80 Models, Commodore 64, IBM PC/PCjr, Tandy 1000	Sunburst	65.00
Time Explorers (529)	K-4	ME	D/P	Apple Family, Commodore 64/128, TRS-80 Model III/4	Gamco	44.95
Trap-A-Zoid (516) 1983 ¶	5-8	GE	GA	Apple Family, IBM PC/PCjr, Commodore 64, color graphics card	Britannica Software	9.95
Treasure Hunt of Facts (511)	1-6	OP	D/P	Apple Family, Ufonic voice system	Jostens Learning Corp.	149.00
Troll Math Class (510) 1. I Can Count 2. I Can Add & Subtract 3. I Can Carry & Borrow	1-2	CN, OP	D/P	Apple Family	Troll Associates	119.85
Troll Microcourseware Learning Center: Learning to Tell Time (529) 1986	1-3	ME	D/P	Apple Family	Troll Associates	39.95
Understanding Charts and Graphs (511)	4-8	CN5	D/P, TU	Apple Family	Society for Visual Education	189.00
Understanding Word Problems (510)	4-6	PSO	D/P	Apple Family	Society for Visual Education	229.00

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What's My Logic? (160) 1985	3-8	PSO	PS, GA	Apple Family	Midwest Publications	39.95
Whole Numbers (510)	3-8	OP1, 2, 3, 4	D/P	Apple Family, Commodore 64/128, IBM PC, TRS-80 III, color graphics adapter	Gamco	54.95
Whole Numbers Practice, PLATO (511) 1983	5-8	OP	D/P, GA	Apple Family, IBM PC/PCjr, Tandy 1000	Control Data	39.95
Wordmath I & II (510) 1985	4-8	PSO	D/P, CMI	Apple Family	Milliken Publishing	40.00

TEACHER UTILITY

Title of Software, Dewey Decimal Classification, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Computer-Generated Mathematics Materials Volume 1 - Problem Solving	3-8	N/A	TU	Apple Family	MECC	35.00
Computer-Generated Mathematics Materials Volume 2 - Problem Solving	3-8	N/A	TU	Apple Family	MECC	35.00
Fact Sheets 1982 ¶	1-6	OP	TU	Apple Family, IBM PC/PCjr, TRS-80 4, printer	Hartley Courseware	49.95
LEGO/Logo 1987	K-8	N/A	TU	Apple Family	LCSI-Logo Computer Systems, Inc.	485.00
LOGO (001.64) These LOGO software packages in and of themselves will not teach BSAP objectives. They may, however, be adapted by teachers and used for that purpose.	1-8	AN, OP, ME, GE, PSO	N/A	Apple Family, Atari Computers, Commodore 64/128, IBM PC/PCjr, Tandy 1000	Various	Varies
LogoWriter (Intermediate and Primary) 1987	K-8	N/A	TU	Apple Family	LCSI-Logo Computer Systems, Inc.	129.00
Mastering Math Diagnostic System	1-4	N/A	TU	Apple Family	MECC	35.00
Mastering Math Management System	1-4	N/A	TU	Apple Family	MECC	35.00
Mastering Math Worksheet Generator	1-4	N/A	TU	Apple Family	MECC	45.00
Mathsheet ¶	1-8	N/A	TU	Apple Family, Commodore 64/128, printer	Houghton-Mifflin	108.00
Measure Mint-Test Generator Level 1 Level 2	 K-3 3-5	N/A	TU	Commodore 64/128, printer	Lintronics	85.00 (1) 95.00 (2)
Practice Makes Perfect Level 1 Level 2	 K-3 3-5	N/A	TU	Commodore 64/128, printer	Lintronics	279.00 (1) 297.00 (2)
Tutorial Arithmetic (511)	1-8	OP	TU	Apple Family, IBM PC	Scandura Training Systems	600.00

SCIENCE OBJECTIVES AND SUBSKILLS

CN: Concepts - The student can apply science concepts.

CN1: The student can comprehend and apply basic LIFE SCIENCE concepts.

CN2: The student can comprehend and apply basic EARTH-SPACE SCIENCE concepts.

CN3: The student can comprehend and apply basic PHYSICAL SCIENCE concepts.

PR: Process Skills - The student can apply science process skills.

PR1: The student can comprehend and apply BASIC science process skills.

PR2: The student can comprehend and apply INTEGRATED science process skills.

ST: Science and Technology - The student can analyze the relationships between science and technology, as well as the relationships of science and technology to self, society, and the environment.

ST1: The student can comprehend, apply, and analyze basic concepts about technology and relationships between science and technology.

ST2: The student can comprehend, apply, and analyze basic relationships between science/technology and self, society, and the environment.

NS: Nature of Science - The student can demonstrate a comprehension of the nature of science.

NS1: The student can comprehend and apply basic concepts about the nature of science.

Pilot *TEACHING & TESTING in Science Series, Part 1 and Part 2*
Educational Assessment Section, Office of Research
South Carolina Department of Education, July 1987; February 1988

GRADES 1-8 SCIENCE SOFTWARE BSAP CORRELATION

Title of Software, Dewey Decimal Classification, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Acid Rain (574) 1984	5-8	CN2, PR1, PR2, ST2, NS1	TU, SIM	Apple Family	Diversified Education	49.95
Adaptation & Identification (591.51) 1985	5-7	CN1	D/P, PS	Apple Family	Scott, Foresman	49.95
Adventures With Charts and Graphs: Project Zoo (590) 1987 ¶	3-7	CN1, PR1	SIM	Apple Family	National Geographic Society	139.50
Air Pollution (628.5) 1982, 1987	7-8	CN2, ST2, PR1, PR2	TU, SIM, LT	Apple Family, TRS-80 III/4, IBM PC	Educational Materials & Equip.	47.00 AP 48.00 TRS 52.00 IBM
All About Light and Sound (530)	4-8	CN1,3	TU, GA	Apple Family	Ventura Educational Systems	49.95
All About Matter (541)	4-8	CN3	TU, GA	Apple Family	Ventura Educational Systems	49.95
All About Simple Machines (531)	4-6	CN3	TU, GA	Apple Family	Ventura Educational Systems	49.95
All About the Solar System (523.2)	4-8	CN2	TU, GA	Apple Family	Ventura Educational Systems	49.95
All About You and the Weather (551.6) 1985 ¶	K-2	CN2	D/P, PS	Apple Family, Commodore 64	Grolier Electronic	54.95
Anatomy Challenge (612) 1984 ¶	7	CN1	D/P, GA	Apple Family, Commodore 64/128	Island Software	29.95
Animal Photo Fun (590)	1-3	CN1	GA	Apple Family, color monitor	DLM Teaching Resources	29.95
Astrocalc (520)	8	CN2,ST2, NS1	SIM	Apple Family, Commodore 64/128, IBM PC/PCjr, Tandy 1000	Zephyr Services	29.95
Astronomy: Stars for All Seasons (523.8) 1983 ¶	5-8	CN2	SIM, TU	Apple Family, TRS-80 III/4, Commodore 64	Educational Activities	59.95
Atarilab Starter Set (507) 1984	5-8	PR1, PR2, ST1, NS1	LT	Atari Computers	Atari Corporation	99.00
* *Audubon Wildlife Adventure: Grizzly Bears* (599.744)	4-8	CN1, PR1	SIM, PS	Apple Family, IBM	Advanced Ideas	89.95
Balance (574)	7	CN1, PR1, ST2, NS1	SIM	Apple Family, Commodore 64/128, IBM PC/PCjr, TRS-80 I/III, Tandy 1000	Diversified Education	54.95
Balance in Nature (574.5)	4-8	CN1	TU, PS	Apple Family, Commodore 64	Focus Media	85.00
Beach Combing Treasures (591.92)	3-7	CN1, PR1	D/P	Apple Family	Spectrum Software	25.00
* *Body In Focus* (611) 1986	5-8	CN1, PR1	SIM	Apple Family, IBM	Mindscape	49.95

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Title of Software, Dewey Decimal Classification, Application, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Body Systems II Series (612) 1. A Team to Depend On - Bones & Muscles 2. A Mighty Pump - The Heart 3. A "Puff" of Air - The Respiratory System 4. Disappearing Dinner - The Digestive System	4-7	CN1	TU, D/P	Apple Family	Marshfilm/Marshware Enterprises	39.95
Body Transparent (612) 1985 ¶	4-7	CN1, PR1	D/P, GA	Apple Family, Commodore 64/128, IBM PC/PCjr, TRS-80 4, Tandy 1000	Britannica Software	44.95
Botanical Gardens (580) ¶ * Student should have mastered PR1 skills before using PR2 skills.	6-7	CN1, PR2*	SIM, PS	Apple Family	Sunburst	59.00
Cell Growth and Mitosis (574.87) 1984 ¶	7	CN1, NS1	SIM, LT	IBM PC/PCjr, Tandy 1000, color monitor, color graphics adapter	Classroom Consortia Media	69.95
Cells and Tissues (574.87) 1986 ¶	7	CN1	TU	Apple Family, IBM PC/PCjr	Educational Activities	59.95
Changing Earth (551) 1985	5, 6, 8	CN2, ST1, PR1	SIM	Apple Family	D C Heath	66.00
Characteristics of a Scientist (501) 1983	7-8	ST2, NS1	TU	Apple Family	Cygnus Software	39.00
Classifying Animals Without Backbones (592)	4-7	CN1, PR1	D/P, CMI	Apple Family	D C Heath	66.00
Colortrope (535.6)	4-8	CN3, PR2, ST1	SIM	Apple Family, IBM PC/PCjr, color monitor	HRM Software, Div. of Queue	79.95
Comp-U-Solve: An Adventure in Problem Solving (793.7) 1984	2-8	PR1, PR2, ST1, NS1	GA, PS	Apple Family, TRS-80 III/4, Commodore 64/128	Educational Activities	109.00
Dating and Geologic Time (913) 1986	8	CN2, PR1, PR2, ST2, NS1	SIM, D/P	Apple Family	D C Heath	75.00
Dinosaur Days (568) 1985	1-6	CN1, CN2	D/P, TU	Apple Family, color monitor	Teach Yourself by Computer Software	39.95
Dinosaur Zoo (568)	2-5	CN2, PR1, ST2, NS1	D/P, TU	Apple Family, color monitor	Spectrum Software	47.00
Discover: A Science Experiment (507) 1985 ¶	6-8	CN1, PR1, PR2, NS1	SIM, PS	Apple Family	Sunburst	65.00
Discovering the Scientific Method (507) 1984	6-8	PR1, PR2, NS1	D/P, TU, PS	Apple Family, TRS-80 Models	Focus Media	55.00
Discovery Lab (507) 1984	6-8	PR1, PR2	PS	Apple Family	MECC	55.00
Discovery - Scientific Reasoning (530)	6-8	PR1, 2, NS1	SIM, CMI	Apple Family, color monitor	Milliken Publishing	150.00
* *Drug Alert!* (613.8)	4-8	CN1	TU, PS	Apple Family	Mindscape	39.95

Title of Software, Dewey Decimal Classification, Application, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Dyno Quest (568)	2-8	CN2, PR1, ST2, NS1	GA, SIM, D/P	Apple Family, IBM PC/PCjr, Tandy 1000	Mindplay	49.99
Earth & Universe Simulator Package (523.2) 1. Planetarium on Computer: The Solar System 2. The Earth & Moon Simulator	5, 6, 8	CN2, CN3	SIM	Apple Family	Focus Media	 75.00 99.00
Earthquakes (551.2) 1985 ¶	8	CN2, ST2	TU, D/P	IBM PC/PCjr, color graphics card	IBM Direct	44.00
* *Earthquake Simulator* (551.22) 1986	8	CN2	SIM	Apple Family	Focus Media	99.00
Earth Science Series: Ground Water (550) 1984	8	CN2, CN3, ST2	D/P, TU, SIM	IBM PC/PCjr, Tandy 1000, color monitor	IBM Direct	49.00
Earth Science Series: Weather Forecasting (551.6) 1986	5-8	CN2, PR1	SIM, TU	Apple Family, IBM PC/PCjr, color monitor, printer	Prentice Hall	69.00
Earth Science Simulation Series (550)	8	CN2, 3, PR1, 2	SIM	Apple Family	Focus Media	169.00
Earth: The Inside Story (551) ¶	4-8	CN2	TU, CMI	Apple Family, IBM PC/PCjr	Educational Activities	59.95
Earth Through Time and Space (520) ¶	5-8	CN2	SIM	Apple Family, IBM PC/PCjr	Educational Activities	59.95
EasySearch Solar System Rescue (523.2)	5-8	CN2	GA, SIM	Apple Family	Focus Media	49.00
Electric Circuits (621.381)	3-6	CN3	TU, D/P	Apple Family	Educational Materials & Equip.	39.00
* *Electricity and Magnetism* (537) 1986	4-8	CN3, PR1	TU, D/P, SIM	Apple Family, IBM	Educational Activities	59.95
* *Endangered Species Databases* (574.529) 1987	4-8	CN1, NS1	Database	Apple Family (Requires BANKSTREET SCHOOL FILER PROGRAM)	Sunburst	59.00
Energy and Power (507) 1984	4-8	CN3, PR1, ST1	D/P, TU, PS	Commodore 64/128	Micro Ed	34.95
Environment, The - Science #1 (531)	6-8	CN2, PR1, ST2	SIM	Apple Family, color monitor	Decision Development Corp.	49.95
Experiments in Science (502.8) 1983 ¶	7-8	PR1, PR2, ST1,ST2, NS1	LT, SIM	Apple Family	HRM Software, Div. of Queue	269.00
Explorations in Science: Animal Survival (575)	3-6	CN2, PR1	D/P, SIM	Apple Family, Ufonic voice system	Jostens Learning Corp.	89.00
Explorations in Science: Weather Wise (551.59)	3-8	CN2, PR1, PR2	SIM, D/P	Apple Family, Ufonic voice system	Jostens Learning Corp.	89.00
* *Exploring Science I* (500)	5-8	CN2, NS1, ST1	TU	Apple Family, MacIntosh, IBM	HRM Software, Div. Of Queue	115.00 AP 130.00 IBM 135.00 Mac

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* *Exploring Science II* (500)	5-8	CN1, 3	TU	Apple Family, Macintosh, IBM, Amiga	HRM Software, Div. Of Queue	135.00 AP 195.00 MAC, IBM 195.00 Amiga
* *Exploring Science: Temperature* (536.5) 1988	7-8	PR1, 2, NS1, ST1	SIM	Apple Family	Sunburst	99.00
Exploring That Amazing Food Factory: The Leaf (581)	7	CN1, PR1, ST2, NS1	D/P, SIM	Apple Family, IBM PC/PCjr, Tandy 1000, color monitor	Thoroughbred Education Software	49.95
Exploring Your World-About You and the Weather (550)	1	CN2, PR1	SIM, TU	Apple Family, color monitor	Grolier Electronic	59.95
Factory, The (507) 1984 ¶	4-8	PR1, PR2, ST1, ST2, NS1	PS, SIM	Atari Computers, Apple Family, Commodore 64/128, TRS-80 Models, IBM PC/PCjr, Tandy 1000, color monitor	Sunburst	59.00
Fascinating Story of Cell Growth (574)	7	CN1, PR1, ST2, NS1	SIM, D/P	Apple Family, IBM PC/PCjr, Tandy 1000, color monitor	Thoroughbred Education Software	49.95
Five Senses (612) 1985 ¶ 1. A Touchy Subject 2. Smell & Tell 3. The Eyes Have It 4. Now Hear This	2-7	CN1, CN3	TU	Apple Family	Marshfilm/Marshware	39.95
4-H Ding Darling Soil, Water, Wildlife Project (631.4) 1985	5-8	CN1, CN2, ST2	SIM, PS, GA	Apple Family	Heartland Education Agency	30.00
* *Forecast!* (551.6)	8	CN2, PR1	SIM	Apple Family, IBM, Tandy	Mindscape	59.95
Fun House Maze (793.7) 1984	4-8	PR1, PR2	GA, PS	Apple Family, color monitor	Sunburst	65.00
Gears (621.9) 1985 ¶	5-6	CN3, PR1, PR2, ST1, NS1	PS, LT	Apple Family, IBM PC/PCjr, Tandy 1000, TRS-80 Color, color monitor	Sunburst	65.00
* *Geology in Action* (551)	6-8	CN2, PR1, 2, NS1	PS	Apple Family	HRM Software, Div. Of Queue	49.95
Geology Search (553.2) 1982	4-8	CN2, PR1, PR2, ST2, NS1	SIM	Apple Family, TRS-80 III/4	McGraw-Hill	180.00
Great Life Science Knowledge Race (575)	6-7	CN1	TU	Apple Family, Commodore 64, IBM PC, Tandy 1000	Focus Media	85.00
Green Plants (581) 1986 ¶	4-7	CN1	TU	Apple Family	Educational Activities	59.95
Grover's Animal Adventures (590)	PreK-1	CN1, PR1	D/P, SIM	Commodore 64/128	Mindscape	41.95
Heart Lab (612) 1982 ¶	7	CN1	SIM, TU, D/P	Apple Family, Commodore 64/128, TRS-80 Models, PET, Atari	Educational Activities	49.95

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Heart Simulator (612) 1984 ¶	5-7	CN1	SIM	Apple Family	Focus Media	55.00
Heat and Light (530) 1986 ¶	3-6, 8	CN3	TU, D/P	Apple Family, IBM PC/PCjr	Educational Activities	59.95
Heat Energy (536) 1985	4-6, 8	CN3, ST1, ST2	SIM, PS	Apple Family	D C Heath	66.00
Heredity Dog (575.1) 1983	7	CN1	TU	Apple Family	HRM Software, Div. of Queue	59.00
Home Automatic Weather Station (551.59) 1983	6-8	CN2, CN3, PR1, PR2, ST1, ST2	LT, SIM	Commodore 64/128	VAISALA, Inc	199.95
Home Energy Conservation (339.49) 1984	6-8	CN3, PR1, PR2, ST1, ST2	TU, SIM	Apple Family, TRS-80 III/4	Educational Materials & Equip.	55.00
Home Energy Savings (339.49) 1983 ¶	6-8	CN3, PR1, PR2, ST1, ST2	GA, PS	Apple Family, TRS-80 III/4	HRM Software, Div. of Queue	49.00
How Plants Grow: The Inside Story (580)	7	CN1, PR1	SIM, TU	Apple Family, IBM PC/PCjr, Tandy 1000, color monitor	Thoroughbred Education Software	49.95
How's and Why's Of Migrating Molecules (541.2)	7	CN1, CN3, NS1	SIM	Apple Family, IBM PC/PCjr, color monitor	Thoroughbred Education Software	49.95
Human Body (611) 1986 ¶	4-7	CN1	TU	Apple Family	Educational Activities	109.95
Human Body: An Overview (611) 1984	4-7	CN1	D/P, TU	Apple Family, Commodore 64/128, PET	BrainBank	89.00
Human Circulatory System (612)	7	CN1	TU	Apple Family, IBM PC/PCjr	Educational Materials & Equip.	47.00
Human Systems: Series I, II, III (612) 1985, 1988 ¶	5-7	CN1	D/P, TU	Apple Family, Commodore 64/128, TRS-80 Model 4, color monitor	Focus Media	129.00
Incredible Laboratory (507) 1984 ¶	4-8	CN2, CN3, PR1, PR2, ST2, NS1	D/P, GA	Apple Family, Atari Computers, Commodore 64/128	Sunburst	65.00
In Search of the Most Amazing Things (526.8) 1984	6-8	PR1, PR2, ST2, NS1	SIM, PS	Atari Computers, Apple Family, Commodore 64/128, IBM PC, Tandy 1000, joystick	Spinnaker Software	40.00
Insect World: A Science Discovery Unit (595.7)	7	CN1	TU	Apple Family	Ventura Educational Systems	69.95
Interpreting Graphs (511) 1986 ¶	5-8	PR1	GA, D/P	Apple Family, Tandy 1000, IBM PC/PCjr	Sunburst	65.00
Introduction to Matter and Energy (530)	6-8	CN3	D/P, GA, TU	Apple Family, Commodore 64, TRS-80	Focus Media	199.00

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Title of Software, Dewey Decimal Classification, Application, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Introduction to Science Package (500) 1. The Solar System 2. The Earth 3. The Weather 4. The World of Insects 5. Prehistoric Life	4-8	CN1, CN2	D/P, TU, GA	Apple Family	Focus Media	149.00
* *Investigating Matter and Energy Package* (530)	5-8	CN3	TU	Apple Family	HRM Software, Div. Of Queue	495.00
* *Investigating Our World Package* (550)	5-8	CN2	TU	Apple Family	HRM Software, Div. Of Queue	475.00
Leaf: Structure and Function (580) 1983 ¶	5-7	CN1	D/P, SIM, TU	IBM PC/PCjr, Tandy 1000	Classroom Consortia Media	69.95
* *Learn About Animals* (591)	1-3	CN1, PR1	SIM	Apple Family	Sunburst	65.00
* *Light, Plants, and Photosynthesis: Energy in Conversion* (581.133) 1985	7	CN1, PR1, 2	SIM, TU	IBM	IBM Educational Systems	54.40
Machines, Work, and Energy (531)	4-6, 8	CN3, ST1	SIM, TU	Apple Family	Educational Activities	59.95
* *Making Circuits* (621.319) 1984 ¶	3-6	CN3	SIM	Apple Family	Mindscape	29.95
Marine Life (590)	7	CN1	TU, GA	Apple Family	Ventura Educational Systems	49.95
Measurements: Length, Mass, and Volume (389)	5-8	CN3, PR1, ST1	D/P, TU	Apple Family, Commodore 64/128	Focus Media	65.00
MECC Mystery Objects (793.7) 1988	1-3	PR1	GA	Apple Family	MECC	59.00
Mineral Tests (549)	8	CN2	TU, GA, D/P	Apple Family, TRS-80	Focus Media	45.00
Mix and Match (790) 1983	1-4	PR1	GA	Apple Family	Apple Computer, Inc.	25.00
Modeling (507) 1983	6-8	NS1	SIM, PS	Apple Family, IBM PC/PCjr, Tandy 1000	MECC	35.00
Molecules and Atoms: Exploring the Essence of Matter (541.2)	6-8	CN3, PR1, NS1	SIM, D/P	Apple Family, IBM PC/PCjr, Tandy 1000, color monitor	Thoroughbred Education Software	49.95
Moon and Its Phases (523.3)	4-8	CN2	TU, SIM	Apple Family	SouthWest EdPsyche Services	39.95
Moving Molecules (541)	6-8	CN3	SIM	Apple Family	HRM Software, Div. of Queue	49.95
Mystery Matter (540)	4-6	CN3, PR1, 2	SIM, CMI	Apple Family	MECC	59.00
Nuclear Reactions (539.7)	6-8	CN2, CN3, PR1, ST2, NS1	SIM	Apple Family	D C Heath	75.00
Oh, Deer! (301.3) 1984	5-7	CN1, PR1, PR2, ST2	SIM, PS	Apple Family	MECC	45.00

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Title of Software, Dewey Decimal Classification, Application, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Operation Frog (591.4) 1984	4-7	CN1, PR1	SIM	Apple Family, Commodore 64/128, color monitor	Scholastic	59.95
Optics on Computer: Physical Science Simulations (535)	6-8	CN3	SIM	Apple Family	Focus Media	65.00
Optics: Mirrors and Beams (535)	4-8	CN2, CN3, PR1, PR2, ST1, NS1	D/P, SIM	Apple Family	HRM Software, Div. of Queue	79.00
Our Weather (551.5)	4-5	CN2	TU	Apple Family	Little Shaver Software	29.95
Passive Transport (620.1)	7	CN1, 3, PR1	TU, SIM	Apple Family, IBM PC/PCjr, color monitor, color graphics adapter	Classroom Consortia Media	34.95 AP 49.95 IBM 59.95 AP IIGS
Photosynthesis and Light Energy (581.3) ¶	7	CN1, PR1, PR2, ST1, NS1	D/P, SIM, TU	IBM PC/PCjr, Tandy 1000, color monitor	Classroom Consortia Media	69.95
Photosynthesis: Unlocking the Power of the Sun (581)	7	CN1, PR1, PR2, NS1	SIM, D/P	Apple Family, IBM PC/PCjr, Tandy 1000, color monitor	Thoroughbred Educational Software	49.95
Physical or Chemical? (531)	4-8	CN3	D/P	Apple Family	Educational Materials & Equip.	33.00
Physical Science Databases for PFS: File (540)	6-8	CN1, CN2, CN3, PR1, PR2	PS	Apple Family, printer	Scholastic	79.95
Planetarium on Computer: The Solar System (523.2)	6-8	CN2	SIM	Apple Family	Focus Media	75.00
Planetary Construction Set (500) ¶	8	ST2, NS1	SIM, TU	Apple Family, Tandy 1000, IBM PC/PCjr	Sunburst	65.00
Plant and Animal Cells (574.8)	7	CN1	TU, GA	Apple Family	Ventura Educational Systems	49.95
Plant Growth (581)	7	CN1	TU	Apple Family, IBM PC/PCjr/PC XT/AT, color monitor, color graphics adapter	Classroom Consortia Media	34.95 AP 49.95 IBM 59.95 AP IIGS
Plant Growth Simulator: Elementary Version (581)	3-7	CN1	SIM	Apple Family	Focus Media	99.00
Plant: Nature's Food Factory (580)	7	CN1, PR1, PR2, ST2, NS1	TU, SIM	Apple Family	Ventura Educational Systems	69.95
Plato's Cave (160) 1984	5-8	PR1, PR2	SIM, PS	Apple Family, Commodore 64/128, IBM PC/PCjr, Tandy 1000, TRS-80 Models	Krell Software	49.95
Playing with Science: Temperature (536) 1988 ¶	1-8	CN3, PR1, 2	LT	Apple Family	Sunburst	99.00

KEY: * New/Updated
¶ SEED Project Reviews

Title of Software, Dewey Decimal Classification, Application, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Pollination & Fertilization (582) 1986 ¶	7	CN1	TU	IBM PC/PCjr, color monitor	IBM Direct	52.00
Prehistoric Life (560)	5-8	CN1, 2	D/P, TU, SIM, GA	Apple Family	Focus Media	45.00
* *Project Classify: Plants* (581) 1989	4-7	CN1, PR1	TU, SIM	Apple Family	National Geographic	139.95
* *Project Classify: Mammals* (599) 1989	4-7	CN1, PR1	TU, SIM	Apple Family	National Geographic	139.95
Puzzle Tanks (793.7) 1984 ¶	3-8	PR1, PR2	D/P, GA	Apple Family, TRS-80 Models	Sunburst	65.00
Rocks and Minerals Identification (549)	8	CN2, PR1	SIM	Apple Family	Focus Media	75.00
Rocks: Properties and Uses of Minerals (552)	2-8	CN2, PR1	TU	Apple Family, TRS-80 Models	Spectrum Software	25.00
Rocky's Boots (621.38) 1984	2-8	CN3, PR1, PR2	TU, SIM, GA	Apple Family, IBM PC/PCjr, Commodore 64/128, color monitor	The Learning Company	49.95
* *Science Inquiry Collection* (500.5) 1. *Lunar Greenhouse* (4-8) 1989 2. *Wood Car Rally* (6-8) 1988		CN1, 3, PR1, 2, ST1, NS1	SIM	Apple Family	MECC	59.00
Science Series-Digestive/Circulation (612)	4-7	CN1	TU, D/P, CMI, SIM	Apple Family, color monitor	Milliken Publishing	95.00
Science 1, 2, 3, 4 (500)	4-6, 8	CN1, CN2, CN3	D/P, SIM	Apple Family, IBM PC, color graphic adapter	Decision Development	49.95
Science Square-Off (500) 1986, 1988	4-8	CN1, CN2	D/P	Apple Family	Scott, Foresman	39.95
Science Toolkit-Master Module (542) 1986, 1988 ¶	4-8	CN3, PR1, PR2, ST1, ST2	D/P, TU, LT	Apple Family, joystick, color monitor	Broderbund Software	89.95
Science Toolkit-Module 3: Body Lab (612) ¶	4-8	CN1, PR1, 2	LT	Apple Family	Broderbund Software	39.95
Scientific Method, The (793.7)	5-8	PR1, 2, NS1	TU	Apple Family	Cygnus Software	39.00
Sea Horse Hide 'N Seek (688.7) 1984	1-3	CN1	GA	Commodore 64/128, Atari Computers, color monitor, joystick	Mindscape	12.95
Search Series: Geology (550) 1984	6-8	CN2	SIM, PS	Apple Family, TRS-80 III/4	McGraw Hill	180.00
Secrets of Science Island (028.7) 1984	2-5	CN1, PR1, PR2	GA, D/P	Apple Family	Grolier Electronic	59.95
Senses (612)	5-7	CN1	GA	Apple Family	Ventura Educational Systems	39.95
Simple Machines (530) 1984	3-6	CN3	D/P, TU, PS	Commodore 64/128, PET	Micro Ed	34.95
* *SI/Metric Literacy* (530.812) 1986 ¶	5-8	CN3, PR1	TU	Apple Family, IBM, Tandy	EME	69.00

KEY: * New/Updated
¶ SEED Project Reviews

Title of Software, Dewey Decimal Classification, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Sir Isaac Newton's Games (531) 1985 ¶	5, 6, 8	CN2, CN3	GA, SIM	Apple Family, IBM PC/PCjr, Tandy 1000, color graphic card	Sunburst	59.00
Skeletal System (611) 1983	4-7	CN1	TU	Apple Family, Commodore 64/128, PET	BrainBank	70.00
Sky Lab (520) 1985	7-8	CN2, PR1, ST1, ST2, NS1	TU, SIM	Apple Family	MECC	55.00
Sky Travel (520) 1984	6-8	CN 2, CN3	SIM, LT	Commodore 64/128, color monitor	Apple Computer, Inc.	Varies
Solar Option (697)	8	CN2, CN3, PR1, PR2, ST2, NS1	SIM	Apple Family, TRS-80 III/4	Educational Materials & Equip.	65.00 AP 67.00 TRS
Solar System Astronomy (523.2) ¶	4-8	CN2, ST2	TU, D/P	IBM, color monitor	Cross Educational Systems	various
Sound (534)	4-8	CN1, 3	TU, SIM, CMI	Apple Family, IBM PC	Educational Activities	59.95
Spotlight (790) 1983	2-6	CN3	GA	Apple Family, game paddles	Apple Computer, Inc.	50.00
* *Standing Room Only* (363.96) 1988	5-7	CN1, PR1, 2, ST1, NS1	SIM	Apple Family	Sunburst	65.00
Stellar Astronomy (520) 1984 ¶	8	CN2	D/P, TU, SIM	Apple Family, IBM PC/PCjr, Tandy 1000, color monitor	Cross Educational Systems	30.00
Structure of Matter (541.2) 1984 ¶	6-8	CN3	TU, SIM	IBM PC/PCjr, Tandy 1000, color monitor	Classroom Consortia Media	69.95
Systems of the Human Body (612)	5-7	CN1	D/P, SIM/GA/TU	Apple Family, color monitor	Little Shaver Software	29.95
Tellstar (523)	8	CN2	LT	Apple Family, IBM PC/PCjr,XT	Spectrum Holobyte	14.95 AP,IBM 19.95 MAC 29.95 IBM 8087
Temperature Experiments (530)	2-8	CN3, ST1, PR1	PS	Apple Family	Hartley Courseware	69.95
Temperature Grapher (536) 1983	7-8	CN2, CN3, PR1, PR2, ST1, St2, NS1	SIM, CMI, LT	Apple Family, Commodore 64/128	HRM Software, Div. Of Queue	79.00
Temperature Interface (530)	4-8	CN3, ST1, PR1	PS	Apple Family	Educational Materials & Equip.	98.00
Temperature Plotter (542)	7-8	CN2, PR1	LT	Apple Family	Vernier Software	39.95
* *Thats Life: Exploration and Simulation in Biology* (574)	7	PR1, 2, ST1, NS1	PS, SIM	Apple Family	Mindscape	175.00

KEY: * New/Updated
¶ SEED Project Reviews

Title of Software, Dewey Decimal Classification, Application, Copyright	Grade Level	BSAP Objective	CAI Mode	System Requirements	Producer/Vendor	Price
Time and Seasons (525) 1983	8	CN2, PR1, PR2	D/P, TU, SIM	Apple Family, color monitor	Rand McNalley	111.00
Visual Illusions:Scientific Problem Solving (793.7) 1987	6-8	PR1, 2, NS1	SIM	Apple Family	HRM Software, Div. of Queue	69.00
Volcanoes (551.2) 1981 ¶	8	CN2	PS, SIM	Apple Family	Earthware Computer Service	49.50
Voyage of the Mimi 1985 ¶ 1. Ecosystems with Island Survivors (591.9) 2. Introduction to Computing (001.64) 3. Maps and Navigation (623.8) 4. Whales and Their Environment (599)	4-8	CN1, CN2, CN3, PR1, PR2, ST1, ST2, NS1	SIM, PS, GA, TU, LT	Apple Family, IBM PC, Commodore 64/128, Tandy 1000, TRS-80 III/4	Sunburst	Varies
Water in the Air (551.5)	5-8	CN2, CN3	SIM, TU	Apple Family	Educational Materials & Equip.	37.00
Water Pollution (628.1) 1982 ¶	6-8	CN1, CN2, CN3, PR1, PR2, ST1, ST2, NS1	TU, SIM, LT	Apple Family, TRS-80 III/4	Educational Materials & Equip.	35.00
Weather Command (551.5) ¶	5-8	CN2	SIM	Apple Family	Educational Audio Visual	44.75
Weather Fronts (551.5) 1981	8	CN2	TU	Apple Family	Teach Yourself by Computer	24.95
* *Weather Machine* (551.6) 1988	8	CN2, PR1, 2, NS1, ST1	PS, SIM	Apple Family	National Geographic	159.95
Weather or Not (551.5)	5-8	CN2	TU, SIM	Apple Family	Rand McNally	90.00
Who Am I? Junior Science Series (574) ¶	2-6	CN1, PR1	GA	Apple Family	Focus Media	45.00
Worm, The (595)	7	CN1	GA, TU, SIM	Apple Family, Macintosh, IBM PC	Ventura Educational Systems	39.95 AP 49.95 Mac,IBM
Your Universe (500)	4-8	CN2	GA, TU, D/P	Apple Family	Focus Media	99.00

KEY: * New/Updated
¶ SEED Project Reviews

DATABASE AND CURRICULUM SYSTEMS
MICROCOMPUTER SOFTWARE IN READING AND WRITING

APPLEWORKS
Apple Computer, Incorporated
10525 Mariani Avenue
Cupertino, CA 95014

WICAT Basic Division
1396-B Post Oak Drive
Clarkson, GA 30021

WRITING TO READ
IBM
(any IBM retail store)

RETURN TO READING
Media Basics, Incorporated
Larchmont Plaza
Larchmont, NY 10538

BASIC LITERACY THROUGH MICROCOMPUTERS
Reid Foundation
3310 South 2700 East
Salt Lake City, Utah 84109
801/486-5083

Governor's Remediation Initiativve (GRI)
115 Withers, Winthrop College
Rock Hill, SC 29733
803/323-2120

Computer Curriculum Corporation (CCC)
1775 The Exchange, Suite 615
Atlanta, GA 30339
404/952-9287 or 800/334-6343

Education Systems Corporation (ESC)
600 South Rays Road
Stone Mountain, GA 30083
404/296-6714

SOFTWARE EVALUATION CHECKLIST

Program Name: _____ **Source:** _____ **Cost:** _____

Subject Area: _____ **Reviewer's Name:** _____ **Date:** _____

1. INSTRUCTIONAL RANGE
   _____ grade level (s) _____ ability level(s)

2. INSTRUCTIONAL GROUPING FOR PROGRAM USE
   individual _____ small group (size _____) large group (size _____)

3. EXECUTION TIME - Minutes (estimated) for average use _____

4. PROGRAM USE(S)
   _____ drill or practice _____ tutorial _____ simulation
   _____ instructional gaming _____ problem solving
   _____ informational _____ other (_____)

5. USER ORIENTATION - INSTRUCTOR'S POINT OF VIEW

low	high	
. . . . .		flexibility
. . . . .		freedom from need to intervene or assist

6. USER ORIENTATION - STUDENT'S POINT OF VIEW

low	high	
. . . . .		quality of directions (clarity)
. . . . .		quality of output (content and tone)
. . . . .		quality of screen formatting
. . . . .		freedom from need for external information
. . . . .		freedom from disruption by system errors
. . . . .		simplicity of user input

7. CONTENT

low	high	
. . . . .		instructional focus
. . . . .		instructional significance
. . . . .		soundness or validity
. . . . .		compatibility with other materials used

8. MOTIVATION AND INSTRUCTIONAL STYLE

passive	active	
. . . . .		type of student involvement

low	high	
. . . . .		degree of student control

none	poor	good	
. . . . .			use of game format
. . . . .			use of still graphics
. . . . .			use of animation
. . . . .			use of color
. . . . .			use of voice input and output
. . . . .			use of novice audio
. . . . .			use of light pen
. . . . .			use of ancillary materials
. . . . .			use of other (_____)

9. SOCIAL CHARACTERISTICS

present and negative	not present	present and positive	
_____	_____	_____	competition
_____	_____	_____	cooperation
_____	_____	_____	humanizing of computer
_____	_____	_____	moral issues/value judgements
_____	_____	_____	summary of student performance

EXPLANATION: SOFTWARE EVALUATION CHECKLIST

1. The grade levels and ability levels for a particular program are primarily determined by the concepts involved. Other important factors are reading level, prerequisite skills, degree of student control, and intended instructional use. It is possible for a program to be flexible enough to be used across a wide range of grade levels and ability levels.

2. Some programs are designed for use by individuals. Others have been or can be modified for participation by two or three persons at a time. Simulations or demonstrations often pose opportunities for large-group interaction. A given program may be used in more than one grouping, depending on the instructor.

3. The time required for the use of a program will vary considerable. Include loading time for cassettes. A time range is the appropriate response here.

4. Instructional programs can be categorized according to their uses. Some programs may have more than one use, thus falling into more than one of the following categories:

   Drill or practice - Assumes that the concept or skill has been taught previously.

   Tutorial - Directs the full cycle of the instructional process; a dialogue between the student and the computer.

   Simulation - Models selected, alterable aspects of an environment.

   Instructional gaming - Involves random events and the pursuit of a winning strategy.

   Problem solving - Uses general algorithms common to one or more problems.

   Informational - Generates information (data).

5. These are factors relevant to the actual use of the program from the point of view of an instructor.

   Flexibility - A program may allow the user or the instructor to adjust the program to different ability levels, degrees of difficulty, or concepts.

   Intervention or assistance - A rating of "low" means considerable teacher intervention or assistance is required.

6. These are factors relevant to the actual use of the program from the point of view of a student.

   Directions - The directions should be complete, readable, under the user's control (e.g., should not scroll off the screen until understood), and use appropriate examples.

   Output - Program responses should be readable, understandable, and complete. If in response to student input, the output should be of an acceptable tone andconsistent with the input request.

   Screen formatting - The formats during a program run should not be distracting or cluttered. Labels and symbols should be meaningful within the given context.

   External information - A program may require the user to have access to information other than that provided within it. This may include pre-requisite content knowledge or knowledge of conventions used by the program designer as well as maps, books, models, and so on.

   System errors - System errors result in the involuntary termination of the program.

   Input - A program should ensure that a user knows when and in what form input is needed. It should avoid using characters with special meanings, restrict input locations to particular screen areas, and require minimal typing.

7. These are matters relevant to the subject-matter content of the programs.

   Focus - The program topic should be clearly defined and of a scope that permits thorough treatment.

   Significance - The instructional objectives of the program must be viewed as important by the instructor. Also, the program should represent a valid use of the computer's capabilities while improving the instructional process.

   Soundness or validity - The concepts and terms employed should be correct, clear, and precise. Other important factors are the rate of presentation, degree of difficulty, and internal consistency.

Compatibility - The content, terminology, teaching style, and educational philosophy of the program should be consistent with those generally encountered by the student.

8. No explanation required.

9. Competition, cooperation, and values are concerns that may be a function of the way a program expresses them. (War games and the "hangman" format are sample issues.) Also, the "humanizing" of the computer may serve for motivation or to reduce anxiety, but it also may become tedious, misleading, and counterproductive.

   The summary of student performance can be dichotomous (win or lose), statistical (time expended or percent of items correct), or subjective (as in the evaluation of a simulation). It may be for student, teacher, or both.

PROJECT SEED EVALUATION INSTRUMENT

Southeastern Educational Improvement Laboratory

Date Submitted: _____ State: _____

Evaluator: _____ Field of Expertise: _____

PART I

Producer: _____

Title: _____

A. Package Information:

Number of each: Master Disks _____ Backup Disks _____ Guides/Manuals _____ Other Items/Materials: _____ (specify)

Package Price: _____ Series Title (if any): _____

Packages in Series: _____ Series Price: _____

Lab Packages Available: _____ (yes) _____ (no) Number of Disks in Lab Package: _____ Lab Package Price: _____

Network Version Available: _____ (yes) _____ (no) Network Version Price: _____

Preview Policy: _____ (specify) Backup Policy: _____ (specify)

Licensing Agreement: _____

B. System Requirements:

Version Submitted: _____ Memory Size: _____ Operating System: _____

Computer Versions Available (specify): _____

Peripherals and Special Devices: Required (R), Preferred (P), Optional (O)

Color Monitor _____ Printer _____ 80 Column Card _____ Mouse _____ 2nd Disk Drive _____ Joysticks _____

Graphics Tablet _____ Paddles _____ Touch Screen _____ Other _____

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PART II

Evaluator Information

Computer Make/Model (used for review): _____

Disk Copyright Date: _____ Content Area: _____

Specific Topic(s): _____

Grade Level(s): K 1 2 3 4 5 6 7 8 9 10 11 12 Adult (Circle Appropriate Level)

Presentation Mode: CMI D/P GA P/S SIM TU (Circle Appropriate)

Other (specify): _____

PART III

A. CONTENT SUMMARY: _____

B. STRENGTHS: _____

C. WEAKNESSES: _____

D. USERS/USES: _____

E. RECOMMENDATION: Recommended _____ Recommended with Reservations _____ Not Recommended _____

****

TO MY KNOWLEDGE, NO ATTEMPT HAS BEEN MADE TO COPY THIS PROGRAM. Date _____ Signature of Evaluator _____ Phone(___)_____

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PROJECT SEED EVALUATION INSTRUMENT EXPLANATION SHEET

INSTRUCTIONS: The following information is to be used as a guideline for the completion of the Project SEED Evaluation Instrument. Each item identified on the Evaluation Instrument is discussed to aid understanding. **NOTE**: All responses on the Evaluation Instrument are to be NEATLY printed or typed.

1. Date Submitted - State the date the package was sent to the Evaluator(s).
2. State - Enter two-letter state abbreviation.
3. Evaluator - Provide name(s) of person(s) evaluating software.
3. Field of Expertise - Specify evaluator's subject area and/or grade.

PART I

1. **Producer:** Identify the name of the company producing the materials - not necessarily the vendor/salesperon. Check both the written material and the diskette for concurring information.

2. **Title:** The full title of the package should be stated, including and series indication. Check the written material, the outside wrapper, and the diskette for concurring information.

A. Package Information:

1. Number of Master Disks: Indicate the number of master diskettes actually boxed with the material.

2. Number of Backup Disks: Indicate the number of backup diskettes acutally boxed with the materials.

3. Guides/Manuals: Guides/manuals should be identified as printed documentation that explains the primary use of the material and provides sufficient instruction for operation for student and/or teacher use. List the number packaged with the software.

4. Other Items/Materials: If any other items (wall charts/posters, ditto master, game materials, transparencies, student manuals, etc.) are included as separate items in the package, specify how many of each type of item are included. For example:

1 8"x12" poster, 5 ditto masters

5. Package Price: Indicate the price of the package submitted.

6. Series Title: Respond with the complete series name that includes the title provided above.

7. Packages in Series: Packages include all materials packaged (shrink-wrapped) with the diskettes. Indicate the number packages in the series.

8. Series Price: List the series price. Series price refers to the total for the different packages in the series. It does not refer to a lab package of the same item.

9. Lab Package Available: Check whether or not lab package is available.

10. Number of Disks in Lab Package: Indicate the number of individual disks included in the lab package.

11. Lab Package Price: List the lab package price.

12. Network Version Available: Check whether or not network version is available.

13. Network Version Price: Record the cost of the network version of the software (including any special cards, chips, etc., that are sold with the software and that are necessary to use the network version.)

14. Preview Policy: State preview policy.

15. Backup Policy: State backup policy.

16. Licensing Agreement: State licensing agreement.

B. System Requirements:

1. Version Submitted: Specify make and model necessary to preview the package submitted.

2. Memory Size: Specify memory necessary to preview the package submitted.

3. Operating System: Specify operating system necessary to preview the package submitted.

4. Computer Versions Available: List all computer versions available for this package.

5. Peripherals and Special Devices: Denote whether or not specific peripherals/devices are: Required (R), Preferred (P), or Optional (O). Indicate additional items not listed on the form in the "Other" category.

PART II EVALUATOR INFORMATION

1. **Computer Make/Model Used for Review**: Specify the computer make/model used for your evaluation.

2. **Disk Copyright Date** Specify the copyright date given on disk and/or screen, if available.

3. **Content Area**: Use the following labels to indicate the appropriate content area(s) of the material. NOTE: If your particular area description is not listed, select a label that best matches that designation, rather than label an item "Other." Use "Other" if no match is possible.

AE Art Education	MA Mathematics
BV Business/Vocational Education	MU Music
CC Career Planning/Counseling	PE Physical Education
CT Computer Literacy/Technology	PR Preschool/Early Childhood
FL Foreign Language	PS Problem Solving/Logic
GT Gifted/Talented	SC Science
HE Home Economics/Living Skills	SN Special Needs/Handicapped
HS Health/Safety	SS Soc. Studies (History, Geog.)
IT Instructional Media	TS Traffic Safety
KB Keyboarding	UP Utility/Productivity Tools
LA Language Arts	VE Vocational Education
LM Library/Media Skills	Other _____

4. **Specific Topics**: Even though you have specified a general content area, identify as specific topic(s) any subcategories that the material specifically addresses. For example, If science is the "Content Area," then biology-photosynthesis might be the "Specific Topic" ; if math is the "Content Area," percent/decimals might be the "Specific Topic."

5. **Grade Level** (program scope): The response will indicate the recommended target audience by grade levels. Therefore, circle (with one circle) all the grade levels for which the material would be appropriate, including the adult level.

   For example: ... 5 6 7 8 9 10 ...

6. **Presentation Mode:** Check the most appropriate mode(s) for the software. In some cases, two or more modes may apply.

   CMI Computer-Managed Instruction: A possible component of instructional computer software that assists in managing instruction by collecting, storing, and retrieving students' skill-mastery/progress date.

   D/P Drill and Practice: Provides activities/exercises to reinforce or practice concepts and skills already taught or learned.

   GA Game: Uses a variety of game formats and elements of competition to motivate students to apply skills they have mastered to accumulate points/scores.

   P/S Problem Solving: Requires the student to analyze a situation or a problem, make a decision by applying accepted principles or rules, and continue the process in solving the problem.

   SIM Simulation: Provides models of situations or events too complex, dangerous, expensive, or inconvenient to reproduce in the classroom. Student analyzes situations, makes decisions, and is informed of the results.

   TU Tutorial: Presents new concepts or skills by means of example and questions, often providing tests and remediation.

PART III (Use a separate sheet of paper to continue any part for which there is insufficient space. Please include the name of the Evaluator and the name of the software on this sheet and staple the sheet to the Evaluation Instrument.)

A. CONTENT SUMMARY: A brief description of the program that includes the following elements:

1. Content Area
2. Presentation Mode
3. Specific Topics
4. Objectives - Description of activities that the user performs and how those activities relate to the stated objectives. Example: This early childhood simulation allows children to develop conceptual skills such as planning, matching, and directionality. The package includes 5 disks, one level per disk. Activities are based on Piagetian developmental psychology and discovery learning. The user selects an activity from a menu and uses a computer to plan, create, and manipulate pictures on the screen. Cue cards are used to prompt students in the use of the keyboard.

B. STRENGTHS (Desirable Features): Related to Users/Uses. Add specific features, for example: Ease of use: Automatic start-up. Menu-driven. Offers help, tutorial, review features. Little or no teacher intervention required. Controllable pace/level. On-line documentation. Adequate printed documentation. Offers several examples. Directions are clear, concise, and

appropriate for intended user. Provides help. Easy access and exit. Presentation (sound, graphics, etc.) does not disturb user. Can be interrupted and saved.

Instructional Design: Factually accurate. Current information. Significant, clear, concise information. Content appropriate for computer. Exploits branching capabilities of computer. Uses language, terminology correctly. Pedagogically sound. Requires active participation. Requires decision making. Provides immediate and appropriate feedback or reinforcement. Provides motivational responses. Uses color, sound, graphics appropriately. Optional sound. Appropriate speed of presentation. Appropriate recovery from errors, unexpected responses. Appropriate length, complexity for intended use/audience. Can be interrupted/saved. Allows choice of number of trials/problems.

Display/Screen Presentation: Attractive. Legible. Consistant. Appropriate spacing and timing. Proper integration of color, sound, graphics.

Report Keeping: Collects significant, usable data. Stores student data. On-line report to student. Data easily retrieved on-/off-line.

Support Materials: Appropriate guides, workbooks, other ancillary materials. Supplemental materials referenced. Technical documentation outlines program modification process. Scope-and-sequence chart provided. Support materials for teachers are provided and should be reviewed before assigned.

C. **WEAKNESSES**: Be specific in describing weaknesses. However, if no weaknesses are identified, please so state. Examples include: Technical errors. Factual (content) errors. Lack of instructional purpose. Distracting features. Inappropriate feedback. Continues only on correct response. Inappropriate speed. Does not provide for review. Sound, graphics tend to distract. Screen appears cluttered. Print is small. Does not distinguish instructions from practice examples. Reinforcement slow, inappropriate for students. Requires follow-up for students. Requires follow-up by teacher. No means for recording correct/incorrect scores.

D. **USER/USES**: Describe how the program could be used and for whom it is appropriate. May include significant prerequisites, such as any prior learning or experiences needed for users to give desired learner responses.

E. **RECOMMENDATION**: The appropriate recommendation should be checked by the Evaluator. The recommendation checked must be justified by comments specified in PART III.

PRODUCER/VENDOR LISTING

Addison-Wesley Publishing Company
2725 Sand Hill Road
Menlo Park, CA 94025
800/447-2226

Advanced Ideas
2902 San Pablo Avenue
Berkeley, CA 94702
415/526-9100

Ahead Designs
732 N. Highway 101, Suite E
Encinitas, CA 92024
619/342-5860

American Educational Computer, Inc.
Suite 505
7506 N. Broadway Ext.
Oklahoma City, OK 73116
405/840-6031

Aladdin Software
1001 Colfax Street
Danville, IL 61832
217/443-4611

Apple Computers, Incorporated
20525 Mariani Avenue
Cupertino, CA 95014
408/996-1010

Atari Corporation
1196 Borregas Avenue
Sunnyvale, CA 94088
408/745-2000

Atari Program Exchange
P. O. Box 427
155 Moffett Park Drive
Sunnyvale, CA 94086

B5 Software
1024 Bainbridge Place
Columbus, OH 43228
614/276-2752

BrainBank/Generation Ahead, Incorporated
175 Fifth Avenue, Suite 2460
New York, NY 10010
212/777-7035

Britannica Software
345 Fourth Street
San Francisco, CA 94107
415/546-1866

Broderbund Software
17 Paul Drive
San Rafael, CA 94903
415/492-3200

CAE Software
P. O. Box 6227
Washington, DC 20015
202/966-3686

C & C Software
5713 Kentford Circle
Wichita, KS 67220
316/683-6056

Classroom Consortia Media, Inc.
Suite 209
One Edgewater Plaza
Staten Island, NY 10301
800/237-1113

Commodore Educational Activities, Inc.
1200 Wilson Drive
West Chester, PA 19380
800/247-9000

Conduit
Univ. Of Iowa, Oakdale Campus
Iowa City, IA 52242
319/335-4100

Continental Press, Incorporated
520 East Bainbridge
Elizabethtown, PA 17022
800/233-0759

Control Data Corporation
HQBOZG 8100 34th Ave S.
Bloomington, MN 55440
800/328-1109

Cross Educational Software
P. O. Box 1536
Ruston, LA 71270
318/255-8921

Cygnus Software
8002 East Culver
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602/986-5938

Data Command
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San Diego, CA 92103

Davidson and Associates
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Torrence, CA 90505
800/556-6141

DCH Educational Software
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Lexington, MA 02173
800/334-3284

Decision Development Corp.
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Developmental Learning Materials (DLM)
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Allen, TX 75002
800/527-4747

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Diversified Educational Ent.
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Earthware Computer Service
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503/344-3383

Educational Activities, Inc.
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800/645-3739

Educational Audio Visual, Inc.
17 Marble Avenue
Pleasantville, NY 10570
800/431-2196

Educational Materials & Equipment
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800/345-2050

EduSoft
P. O. Box 2560
Berkeley, CA 94702
800/338-7638

Electronic Courseware Systems
1210 Lancaster Drive
Champaign, IL 61821
217/359-7099

EME
Old Mill Plain Road
P. O. Box 2805
Danbury, CT 06811
800/345-2050

First Byte
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213/595-7006

Floppy Enterprises
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715/235-2288

Focus Media, Incorporated
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Garden City, NY 11530
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Box 1911
Big Springs, TX 79721
915/267-6327

Grolier Electronic Publishing
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Sherman Turnpike
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Orlando, Fl 32887
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Dimondale, MI 48821
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Bridgeport, CT 06610
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Heartland Education Agency
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Johnston, IA 50131
800/362-2720

Hopkins Schools Evaluation Center
1001 Highway 7
Hopkins, MN 55343

Houghton-Mifflin Company
Educational Software Divison
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Hanover, NH 03755
603/448-3838

HRM Software, Div. Of Queue
562 Boston Avenue
Bridgeport, CT 06610
800/232-2224

Humanities Software
P. O. Box 1604
Hood River, OR 97031
509/493-1395

IBM Direct
PC Software Department
One Culver Road
Dayton, NJ 08810
800/426-2468

IBM Educational Systems
P. O. Box 2150
Atlanta, GA 30055

Instructional Communications Technology
10 Stepar Place
Huntington Station, NY 11746
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Intellectual Software
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Bridgeport, CT 06610
203/335-0906

Island Software, Incorporated
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Lake Grove, NY 11755
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Knowledge Access International
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Story Brook, NY 11780
516/584-7900

The Learning Company
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Fremont, CA 94555
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Logo Computer Systems (LCSI)
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San Jose, CA 95151
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Port Chester, NY 10573

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612/929-2242

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507/674-3705

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3490 Lexington Avenue North
St. Paul, MN 55126
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P. O. Box 5364
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National Geographic Society
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212/333-8228

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312/525-1500

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Alameda, CA 94501
415/522-0107

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Lincoln, MA 01773
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Cambridge, MA 02139
617/494-1200

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7808 Creekridge Circle
Minneapolis, MN
612/944-3915

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Austin, TX 78768
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East Rochester, NY 14445
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201/529-4000

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716/544-7676

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Pittsburgh, PA 15217
412/422-6600

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WE NEED YOUR HELP...PLEASE

We'd like to know how you feel about this publication and what you like most and least about its contents.

A. On the whole, this is how I rate the publicaton.
(circle one number)

1 2 3 4 5 6 7 8 9 10

So-So Average Great

1. I am a: (circle appropriate letter)

   A: classroom teacher
   B: superintendent
   C: principal
   D: computer coordinator
   E: media specialist
   F: curriculum supervisor/consultant
   G: SDE staff
   H: other _____

2. My curriculum area or speciality is: (circle one or more)

   A: language arts
   B: mathematics
   C: science
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B. What do you find the most useful information in this book? Place a check beside your answer(s) in the following list:

____ a: committees' membership
____ b: introduction/how to use the book
____ c: T & T objectives correlation
____ d: grade level designations
____ e: CAI mode
____ f: system requirement
____ g: producer/vendor
____ h: CSAB section
____ i: price
____ j: teacher utilities
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Now, go back to Section B and cross out the items that you find the least useful.

C. Do you visit and utilize the Columbia and/or regional computer labs?

Yes _____
No _____

If your answer was no, why?

_____

_____

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That wasn't so difficult, was it? Also, feel free to write down on the back any comments you would like to pass along to the committees.

Please remove sheet and send to:

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And thanks a lot.